run 5

THE JOURNAL OF STRATEGIC STUDIES GROUP

Issue 12

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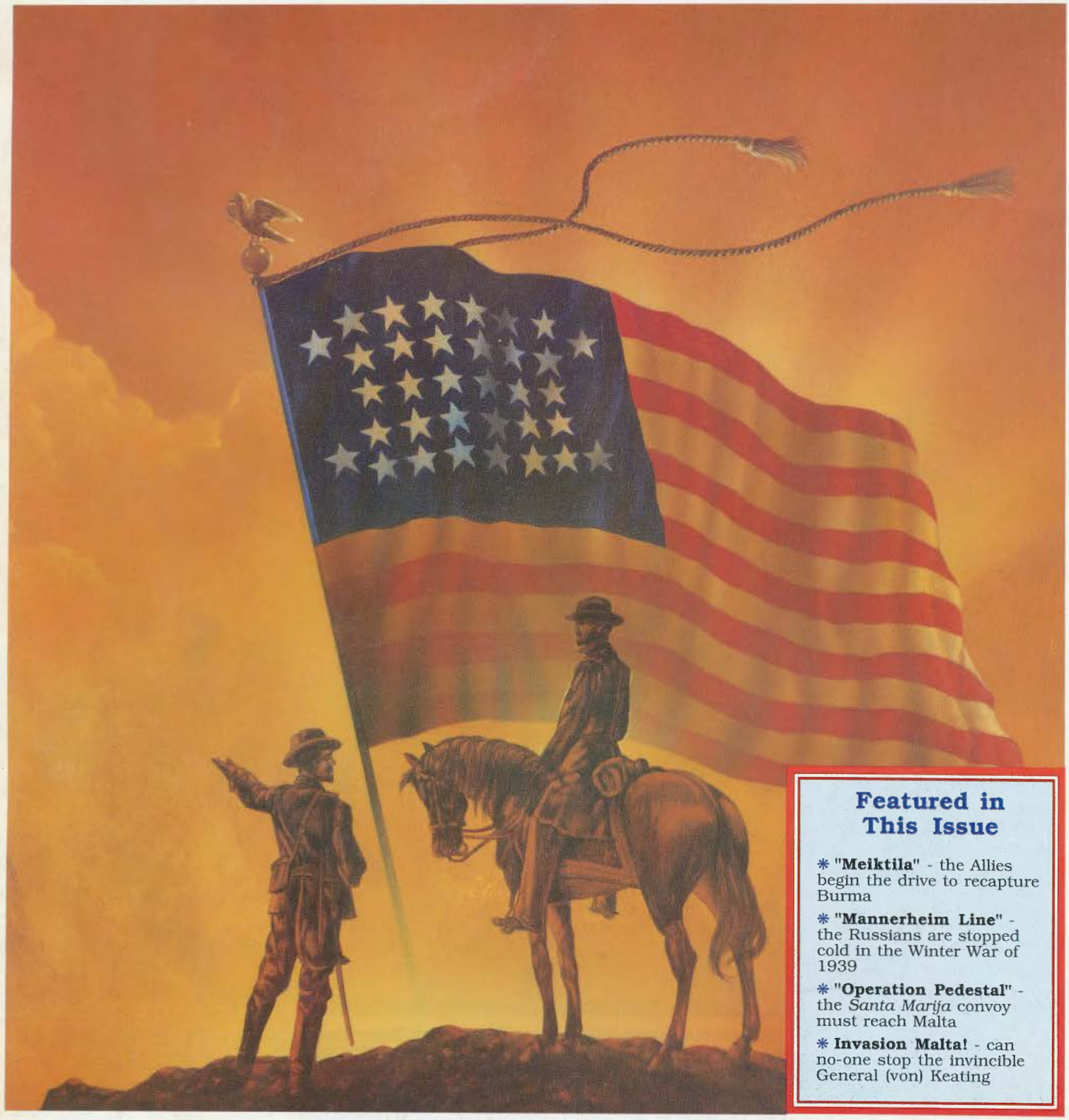
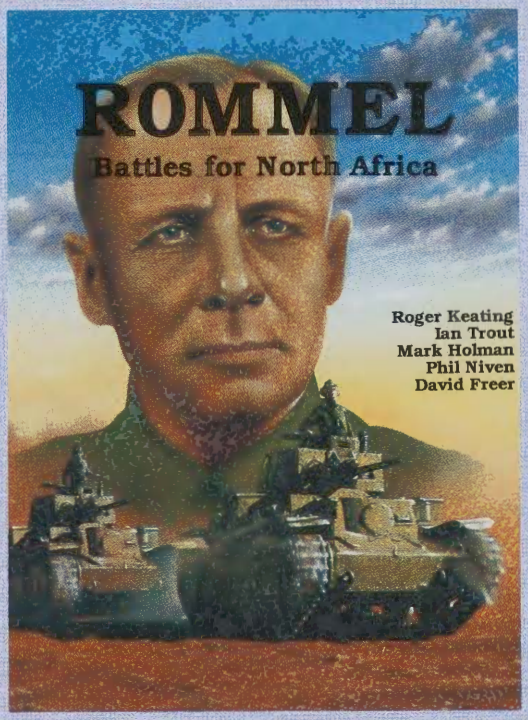


Featured in This Issue

* **"Meiktila"** - the Allies begin the drive to recapture Burma
* **"Mannerheim Line"** - the Russians are stopped cold in the Winter War of 1939
* **"Operation Pedestal"** - the *Santa Marija* convoy must reach Malta
* **Invasion Malta!** - can no-one stop the invincible General (von) Keating

Strategic Studies Group Presents

The Legend of the Desert Fox



By January 1941, the War in North Africa was going very badly for the Axis powers. The Italian army had been routed out of Egypt and almost out of Libya.

A small German force was scraped together to try and stem the tide. Command of this force was given to General Irwin Rommel. . . and for the next two years, outnumbered and poorly supplied, the Desert Fox out-witted and out-generalled all of his foes.

ROMMEL recreates his greatest victories as well as other battles from the North African Theatre. You can command either Axis or Allied forces against human or computer opponents in the battles of. . .

Syria Sidi Rezegh Cauldron
Alem el Halfa Malta Kasserine
Maknassy Tebourga Gap

The ***Battlefront Game System*** mechanics are so simple to use, you will be issuing orders like a veteran within ten minutes of assuming command.

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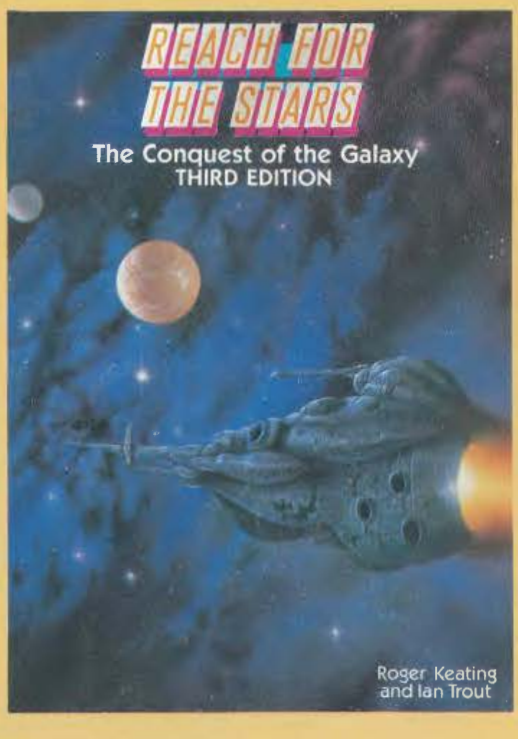
Conquer Your Galaxy



Reach for the Stars is Strategic Studies Group's all-time classic game of space exploration and conquest. The third edition contains two great games in one; the original ***Reach for the Stars*** and an entirely new scenario, with lots of options for advanced play.

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It's not as easy as it sounds. Do the wrong thing and it could be three against one, especially if you're playing against Keating's Enhanced Veteran computer players. They just don't like you to start with, and can get really annoyed if you mess with them. That's why there are Beginner and Experienced players on which to first practice your galactic domination skills.

Whatever your qualifications as a space tyrant, ***Reach for the Stars*** is guaranteed to be totally addictive. . .

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Run 5 is available wherever you buy our games or you can order it direct from SSG. Subscription rates are shown on p.4.

IBM Disk Subscriptions

From Issue 13 onwards, we will be offering disk subscriptions to IBM/Tandy users. You will need to tell us whether you prefer 3.5" or 5.25" format. If you don't specify a format, you will receive the 5.25" diskette. The cost remains the same as other disk subscriptions.

If you wish to switch from a Commodore or Apple subscription to an IBM subscription, just let us know.

When we find the time, we intend to transfer all previous scenario disks from magazine issues 1-12 into IBM format and allow new users to acquire them or current users to upgrade to them. We'll keep the cost as low as possible; it will depend on how many scenarios we can fit onto a disk.

Ugrading to New Machines

We have received a large number of requests from our users to upgrade a particular title from one machine to another. In response to this demand, we have decided upon the following policy.

Any title from our range may be upgraded from one machine to another for a cost of $USD20 (North America) or $25 (Elsewhere). You must send us the original program disk and the front page of the manual from that game. We will send you a complete copy of the new version of the game.

For example, if you wish to upgrade a C-64 version of *Halls of Montezuma* to the IBM/Tandy version, you should send us the original C-64 disk, the front page of the manual and the appropriate cheque, money order or MC/Visa number.

North American users must send their components and funds to our US Office. Everybody else must use our Australian Office. The addresses are on page 4.

EDITOR'S CHANCE

Next Issue

Issue 13 will contain the winning entry from our ***Decisive Battles*** competition as well as a new Battlefront scenario. Also appearing will be the orders of battle for all the scenarios from ***Decisive Battles Vols II & III***; this is in response to several customer requests. We ran out of room for the second instalment of our ***Battlefront*** TO&Es in this issue; it will appear next time.

New Releases

Decisive Battles will be available for the IBM/Tandy in March. ***Rommel*** will be ready in April. Our New World game, now titled ***Gold of the Americas*** will be published for the IBM/Tandy in April. ***Halls of Montezuma*** on the Macintosh is just about finished; expect to see it any moment.

Enhanced EGA Graphics

We have developed an enhanced graphics structure for EGA/VGA users. A full, 16 colour **WarPaint™** kit can be used to construct detailed hex icons; the edit field is the whole hex. This system will appear first in ***Decisive Battles*** and then ***Rommel***. ***Halls of Montezuma*** owners will be pleased to know that scenarios from that game, when played using the ***Rommel*** master disk, will utilize the enhanced graphics.

Coming Up

Work is progressing on the Amiga and IIGs versions of ***Halls of Montezuma*** and we expect to release both titles about the middle of the year. Our Napoleonic game is progressing as is the design work on the computer version of GDW's ***Twilight 2000™*** role-playing system. Look for an exciting combat module and a different approach to character interaction. The development of our Bulge game has been put back a little; read the special editorial on the facing page for an explanation. ◆

Wargames Face Strategic Set-back (Defeat?)

When SSG makes a wargame, we attempt to simulate most of the factors that are relevant to battlefield performance. One important factor in our games is logistics/supply. Even the best troops cannot function without adequate supplies, as anyone who has played our games can attest.

This story is also about supply. It seems that a number of the large software distribution chains in the US have decided to dramatically reduce the number of titles that they carry. In this process, Historical Wargames are slated for massive reductions or even elimination as a category. Obviously, this will mean a reduced supply. We will find it harder to sell games, and you will find it harder to buy them.

These decisions are not being made on quality, price, topic or any other distinguishing factors, but simply as part of some accounting overhaul. Games from SSI are being treated with equal harshness if they fall into the historical wargames category and any other publisher will face the same problems.

Actions of this sort are self-fulfilling prophecies. Reduced distribution means lower sales which means still further reductions in sales in an almost endless circle. Almost endless, because at some point sales must slip below the point where it is economically feasible to produce games. After the reductions both SSI and ourselves have seen in distribution over Christmas, this point is not far off. Put simply, if we can't sell them then we can't make them.

We should make clear that this problem concerns retail chain store distribution in the US only. We are more than happy with our performance in Great Britain, Europe and elsewhere. Mail order distribution of our games through such excellent sources as Tevex is also satisfactory. Unfortunately, the US retail chain stores have been the largest single component of our sales outlets. The sharp drop in sales in this area is very disturbing, and especially so if we can't make up the volume elsewhere.

So what can we do. We are not prepared to give up without a fight, and we hope that you feel the same way. If you do, this is what you can do.

Write to us. Let us know what you think. If there is a good store in your area, let us know who they are and we will publish their address in in R***un 5***. If there is poor supply in your area we need to know about that too, so we can try to do something about it.

Evangelize. Now, more than ever, we will be relying on word of mouth recommendation to spread the news. If games are not generally available then potential buyers will need to be motivated to go out and find them. You can also talk to your local software stores and tell them what you want to see on their shelves.

Buy. If you were considering a games purchase, now would be a strategically very favourable time to buy. We need a few good sales.

It looks like 1989 will see a decisive engagement in the US software marketplace. It's Wargamers vs Beancounters for the future of the genre. Don't let the Beancounters grind us down.

Write to

Strategic Studies Group
P.O. Box 261
Drummoyne, NSW. 2047
AUSTRALIA

LETTERS TO THE EDITOR

Gentlemen,

All right, you've done it again! You've produced a game that has turned my wife into a widow and my children into orphans. I refer, of course, to your *Decisive Battles of the Civil War*, to my mind your best effort yet. As with your previous games, the game system shines by placing the players in a definite role and burdening them with the limitations of their historical counterparts. No omnipotent, god-like presences here - the players must struggle with imperfect intelligence and balky subordinates. This approach, combined with flexible design routines and powerful artificial intelligence, simply puts *Decisive Battles* in a class by itself.

I also believe the game rulebook to be your best yet. Players and scenario designers will benefit from your explanations of the game mechanics.

Now naturally, this just makes me greedy for more. You fellows simply must put some of the superior features of *Decisive Battles* into the *Battlefront* system. Take for example...

* The ability to order divisions onto objectives (both offensively and defensively) and into reserve during the course of a game.

* The flexible unit creation structure which would permit the more efficient use of the limited number of units.

* The ability to withdraw without getting completely crushed and other orders which permit finer control of units closer to the corps commander.

* Hidden movement because, even in an era of radios and photo-recon aircraft, surprise is still a commodity sought after.

(Ed. We cannot make major changes to the Battlefront Game System without making all previous titles and scenarios obsolete. The first two points that Leonard makes are excellent. If we would have thought of doing it that way, we would have; hindsight makes idiots of us all. The third point is a matter of judgement. If you protect withdrawing regiments with OBS support and fresh

Continued on p. 46

THE Q STORE

RUN 5
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To subscribe, consult the schedule of fees above and make sure you include your computer type (Apple, C-64 or IBM) with your cheque or money order if you want a disk subscription. A disk subscription entitles you to however many disks are necessary to complement all the scenarios in the magazine.

For those of you who don't want to spend this extra money... don't worry. All the data necessary to build the magazine scenarios will be provided for you.

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REACH FOR THE STARS UPGRADE

At last. ***Reach for the Stars*** (3rd Ed.) is completed. If you own a second edition copy of the game, you can upgrade it to third edition **(Apple II or C64 version)**. Issue 8 contains a strategy article on the new RFTS. You must enclose the front page of the second edition rulebook and the original disk to be eligible for the upgrade.

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Reach For The Stars, Halls of Montezuma, Decisive Battles of the American Civil War (Vol 1-3), Rommel, MacArthur's War

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MEIKTILA

"The Master Stroke"

27th Feb - 18th Mar, 1945

A Scenario for the *Battlefront Game System*

by Russell Miles

Burma is situated in South-East Asia and shares borders with India, China and Thailand. Its terrain includes jungle-clad mountains in the north and border areas, sandy plains in the centre and wide rivers and marshes on the southern coastline.

There are also a number of large rivers which flow north-south and an annual monsoon between May and November. The only major towns are the capital, Rangoon, and Mandalay.

In the years preceding World War II, Burma had been the only access route for American aid to China. The Japanese had blockaded or occupied all of China's ports and were determined, once war had been declared on the Allies, to close down this last supply source. Furthermore, the occupation of Burma would threaten Britain's most valuable colony... the Jewel in the Crown... India.

With the outcome of the battle for Malaya still undecided, Japanese troops crossed the Burmese border from Thailand in mid-January, 1942. Employing identical tactics to those used in Malaya (and everywhere else for that matter!), it took just four months for the Japanese to overrun the country and inflict another crushing defeat upon the hapless British. Chinese forces entered Burma from the north, but with half-hearted enthusiasm, and were promptly routed back whence they came. The Allied supply line to China was cut before the monsoon season ended the pursuit.

The next two years saw little action in Burma. The Japanese occupation brought increasing poverty and misery to the local population, primarily due to the complete incompetence of the military administration. This was hardly surprising, given the nature of Japanese militarism. All the best men were in the thick of the action, in combat roles, while such rear-area responsibilities as intelligence, training, radar/radio operation and administration/logistics were in the hands of dunderheads unwanted by other services.

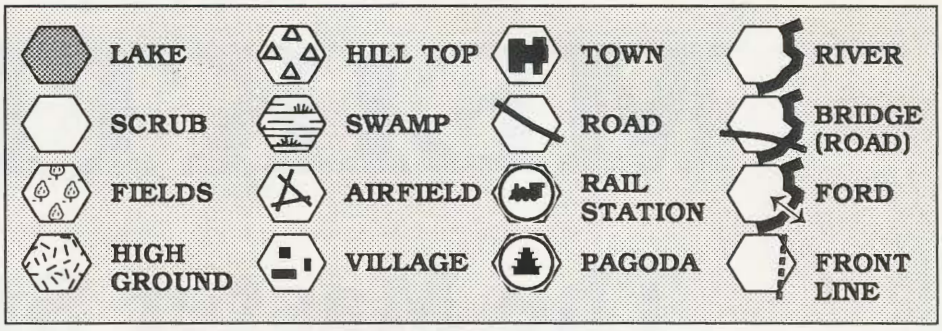
In early 1944, with their Pacific bastion being steadily eroded by unrelenting Allied pressure, the Japanese decided on an offensive into India to forestall the inevitable attempt to recapture Burma. The campaign began promisingly enough with Japanese troops crossing into India against little opposition. All was not well, however. Air support was inadequate, both because of insufficient facilities and the obsolescence of their aircraft, especially fighters. Land supply lines were tenuous at best, even when the army was not engaged in serious fighting. Sea supply was impossible given Allied naval supremacy in the Bay of Bengal.

The British Commonwealth Army had chosen to make its stand around the cities of Imphal and Kohima. It was a well supplied force with plenty of air support but most importantly the British had at last appreciated the inflexibility, and consequent vulnerability, of Japanese offensive infantry tactics. The Japanese drive was stopped, decisively beaten and finally driven back. Japanese casualties were very high.

Equipment

0	
1	Lorry
2	Sherman
3	Arm' Car
4	SP Art
5	Fld Art
6	Air Ldg
7	Gren Gd
8	Commando
9	Leg
10	HMG/Mor
11	Mxd AA
12	105mmHow
13	Mxd Art
14	Type 1
15	Guard

Terrain Key



There was no effective pursuit, British armies were not very good at that, and it was not until 1945 that the British counter-offensive into Burma got underway. General Slim, the British XIV Army commander, originally planned an advance into the central plains of Burma where his superior mobility and firepower should account for the Japanese forces.

The plan was forestalled, however, by the Japanese decision to abandon the plains and fall back behind the Irrawaddy River; the major river system in Burma, running north-south from Rangoon through Mandalay to the Chinese border. The Allied plan was revised and IV Corps' two divisions were directed along a difficult, and hopefully unexpected, route which would get them to the Irrawaddy south of the main Japanese defensive positions. They were expected to bounce a crossing on the Irrawaddy then drive overland to Meiktila, about 150 km south of Mandalay, and the centre of Japanese logistics and administration in the region and the location of their main airfield.

The capture of this vital town would disrupt the Japanese defense of the main Irrawaddy front and perhaps unpin their now fragile grip on all of central Burma. The lead division of IV Corps, the 7th Indian, established a bridgehead across the Irrawaddy at Nyaunga on February 14th. Within a week the 17th Indian division and the attached 255th Armoured Brigade passed through the bridgehead and began the advance on Meiktila, some 130 km away.

There was little opposition and by February 25th the airfield at Thabuktong, 25 km northwest of Meiktila, was in Commonwealth hands. The division's air-landing brigade, the 99th, was flown in here.

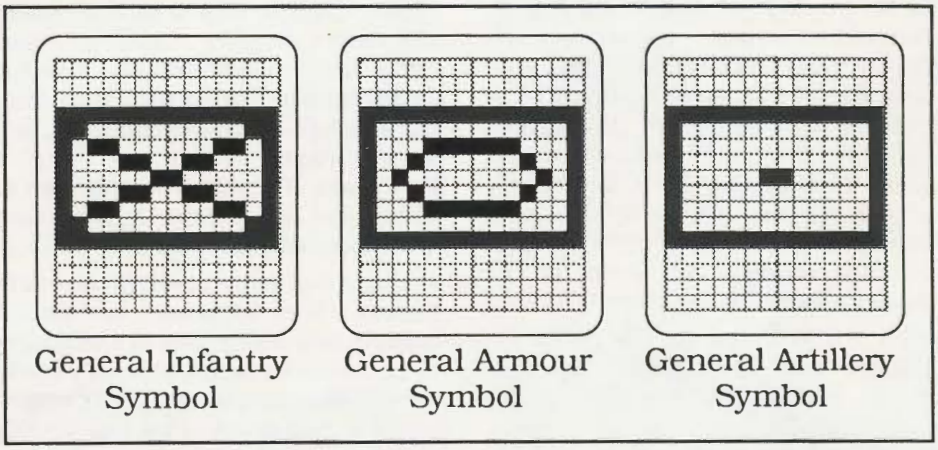
The 17th division was a veteran unit, having been in Burma when the Japanese first invaded. It had been re-organized with two motorized and one air-landing brigade, an establishment more suited to this mobile stage of the war. The European units were short of replacements but the Indian units were fully up to strength. Furthermore, the attached armoured brigade had two full regiments of Sherman tanks, about 100 altogether. It was the largest concentration of tanks to date in the theatre. Rounding off the force was a considerable amount of air support.

Two days later, on the 27th, British armoured cars met strong opposition at a blown bridge some 12 km from Meiktila (this is the road bridge objective in the northwest of the game map). Sixty-third brigade was called up and, outflanking the Japanese to the north, quickly cleared the position. The way to Meiktila was open.

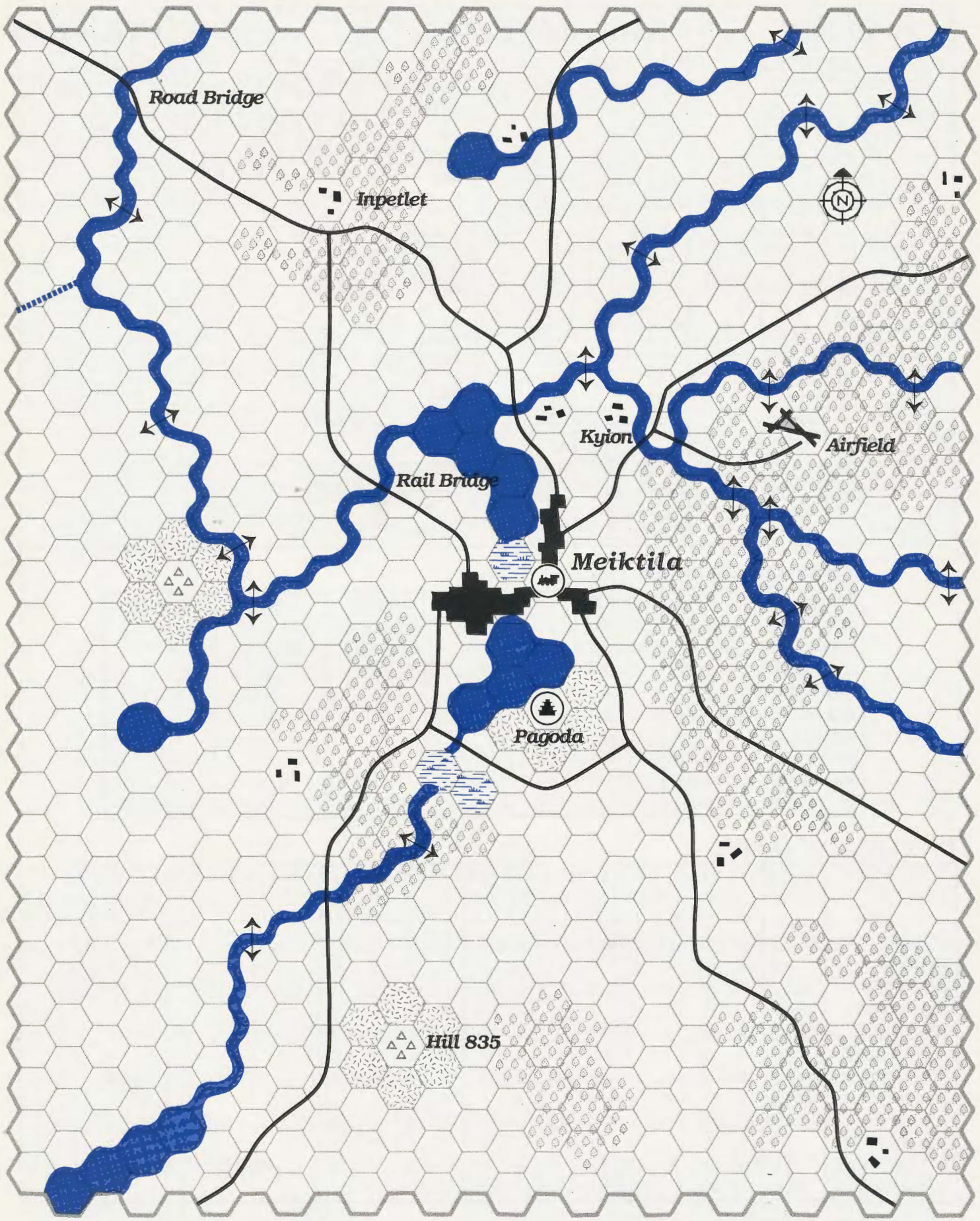
The Japanese were taken completely by surprise. Initial intelligence on the Commonwealth advance had dismissed the operation as a raid and no precautions were put in place. The Japanese force at Meiktila was a ragtag collection of rear-area troops stiffened by a single regular regiment, the 168th from the 49th Division.

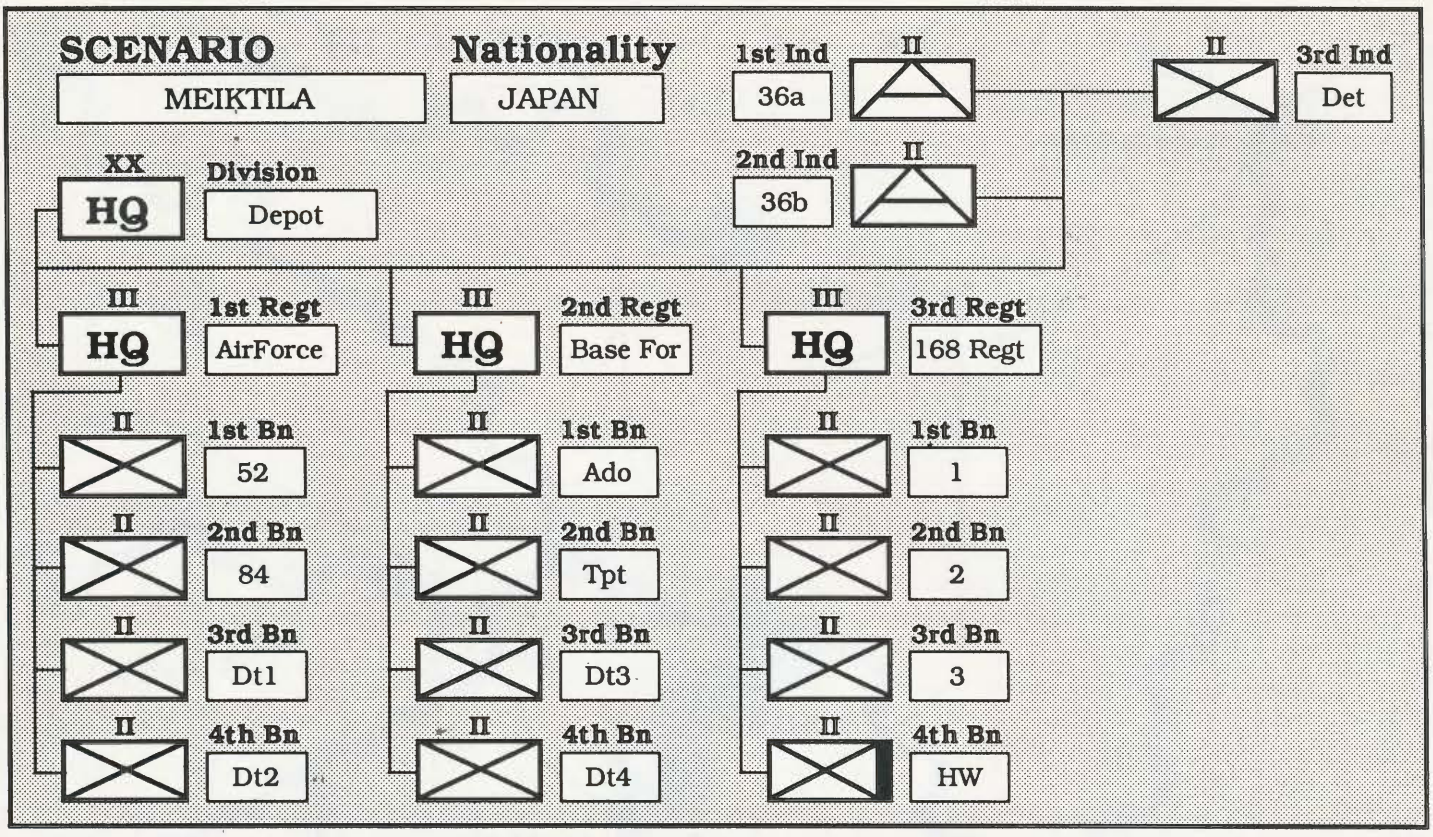
On February 28th, the 17th Division was poised to attack the town with the principle objective being the capture of the airfield to the east. On the following

Continued on p. 15



Suggested WarPaint™ unit symbols for disk subscribers with B&W monitors


Road Bridge
Inpetlet
Kyion
Airfield
Rail Bridge
Meiktila
Pagoda
Hill 835

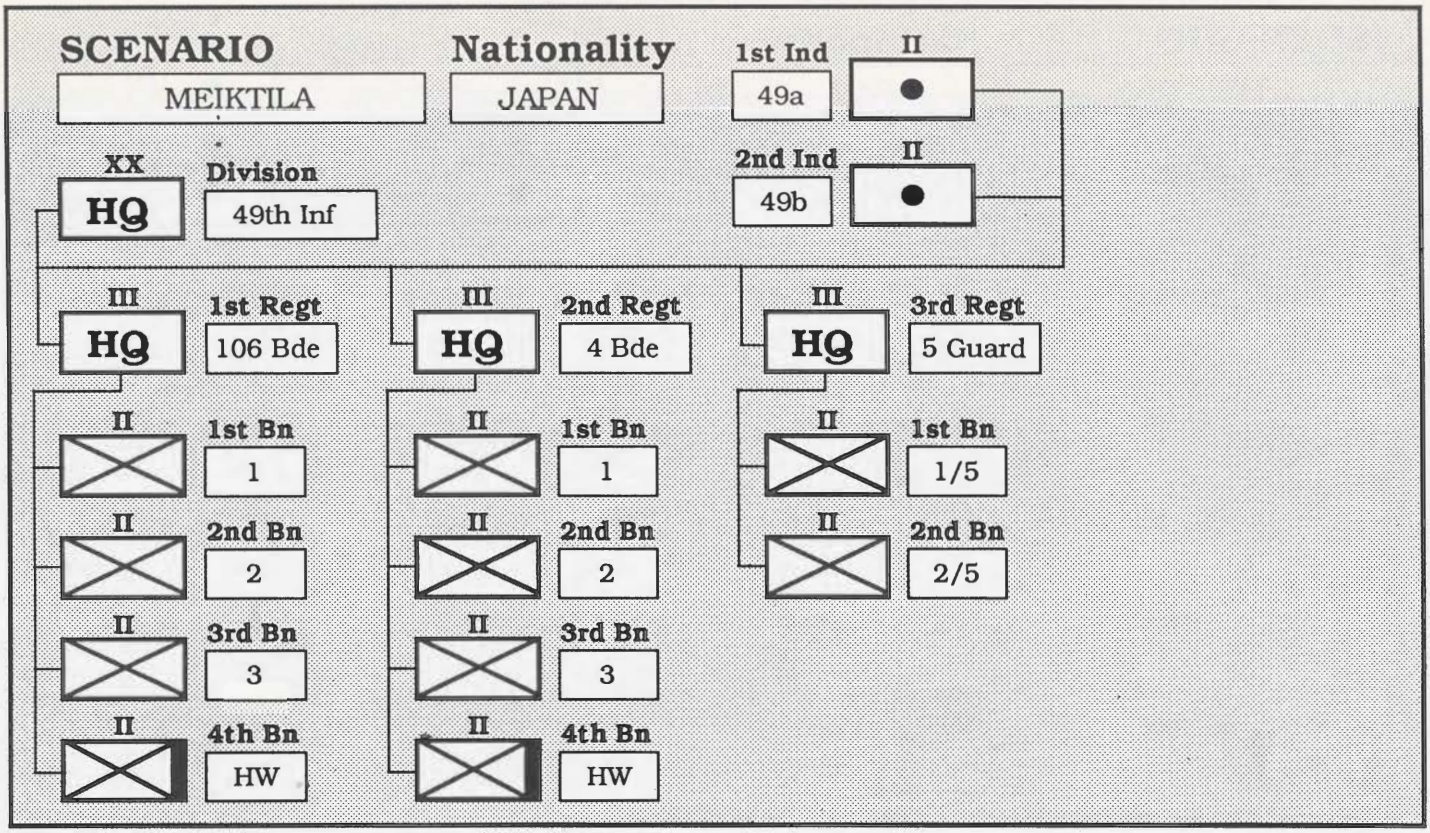


HEADQUARTERS DATA

FORMATION	HQ	XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
HQ I.D.	[8]	Depot	AirForce	Base For	168 Regt	
UNIT TYPE	[8]	Garrison	Garrison	Garrison	Infantry	
HQ ADMIN	0-7	2	2	2	3	
LEADERSHIP	0-7	4	3	3	5	
HQ SUPPLY	0-7	5	5	5	5	
BRITTLE	0-1	0	0	0	0	
MOVEMENT	0-31	0	N/A	N/A	N/A	
ARRIVAL	0-99	0	N/A	N/A	N/A	
LOCATION	(x,y)	13,13	N/A	N/A	N/A	

BATTALION DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	52	84	Dt1	Dt2	Ado	Tpt	Dt3	Dt4	1	2	3	HW					36a	36b	Det	
LOCATION	(x,y)	14,14	15,13	20,9	21,9	12,13	11,13	10,11	3,1	14,9	16,9	14,13	14,12					14,11	12,14	14,16	
CLASS	0-13	0	0	0	0	0	0	0	0	0	0	0	4					8	8	0	
MODE	0-3	0	0	0	0	0	0	0	0	0	0	0	0					0	0	0	
EQUIPM'T	0-31	9	9	9	9	9	9	9	9	9	9	9	10					11	11	9	
MOVEMENT	0-31	1	1	(0)	(0)	1	1	(0)	(0)	6	6	6	6					4	4	1	
ARRIVAL	0-99	7	7	0	0	7	7	0	0	9	9	9	9					9	7	8	
MAX STREN.	0-15	5	5	2	2	5	5	2	2	10	10	10	6					4	4	2	
INIT. STREN.	0-15	5	5	2	2	5	5	2	2	8	8	8	5					4	4	2	
RATING	0-15	4	4	4	4	4	4	4	4	6	6	6	9					5	5	4	
RANGE	0-15	0	0	0	0	0	0	0	0	0	0	0	3					3	3	0	
FATIGUE	0-7	7	7	7	7	7	7	7	7	7	7	7	7					7	7	7	
EXPERIENCE	0-7	3	3	2	2	2	2	2	2	5	5	5	5					3	2	1	
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A					3	2	2	

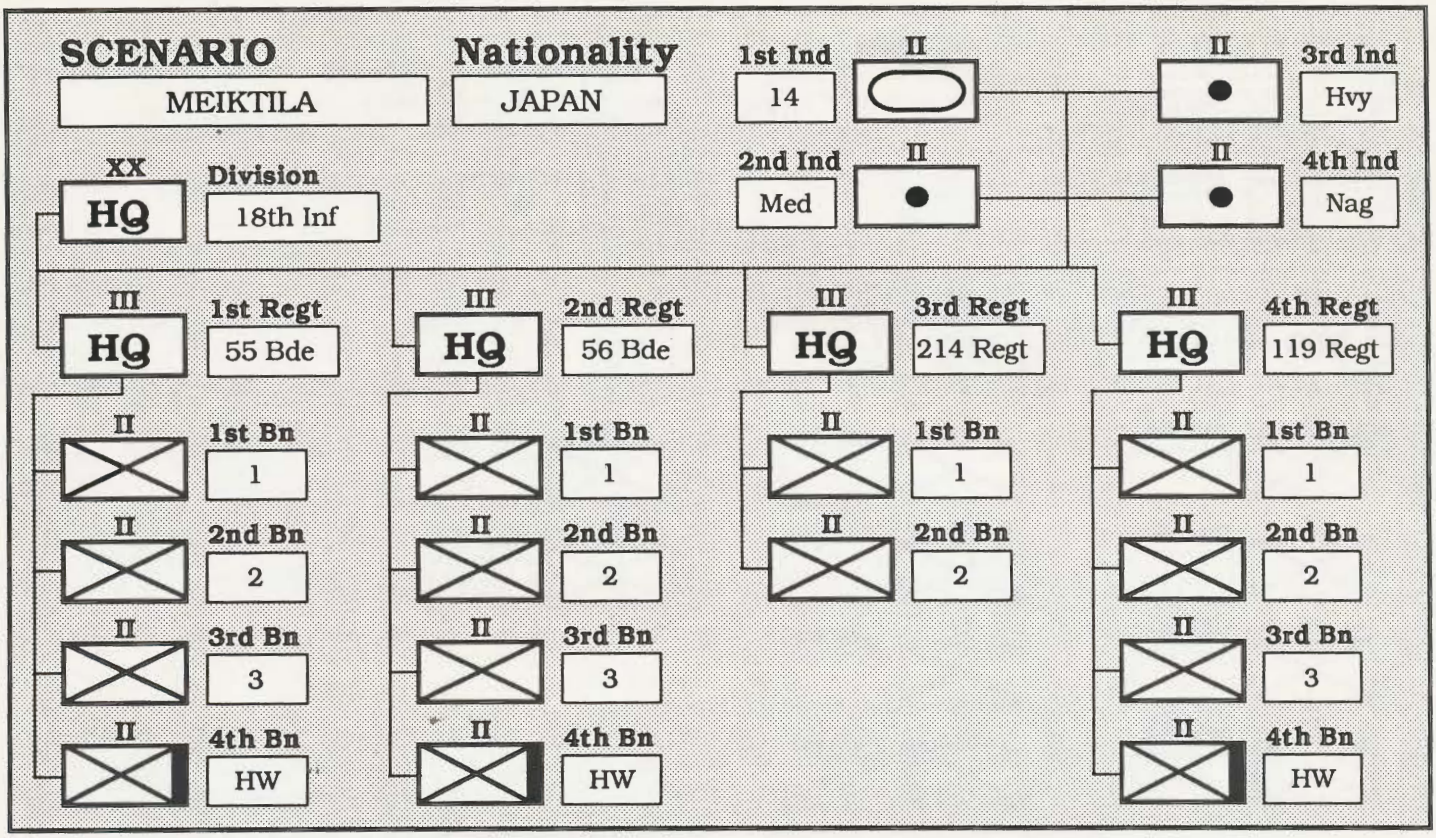


HEADQUARTERS DATA

FORMATION	HQ	XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
HQ I.D.	[8]	49th Inf	106 Bde	4 Bde	5 Guard	
UNIT TYPE	[8]	Infantry	Infantry	Infantry	Infantry	
HQ ADMIN	0-7	4	4	4	4	
LEADERSHIP	0-7	5	4	5	6	
HQ SUPPLY	0-7	5	5	5	4	
BRITTLE	0-1	0	0	0	0	
MOVEMENT	0-31	4	N/A	N/A	N/A	
ARRIVAL	0-99	30	N/A	N/A	N/A	
LOCATION	(x,y)	21,27	N/A	N/A	N/A	

BATTALION DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1	2	3	HW	1	2	3	HW	1/5	2/5							49a	49b		
LOCATION	(x,y)	21,27	21,27	21,27	21,27	14,27	14,27	14,27	14,27	25,19	25,19							21,27	14,27		
CLASS	0-13	0	0	0	4	0	0	0	4	0	0							13	13		
MODE	0-3	0	0	0	0	0	0	0	0	0	0							0	0		
EQUIPM'T	0-31	9	9	9	10	9	9	9	10	9	9							12	13		
MOVEMENT	0-31	6	6	6	6	6	6	6	6	6	6							6	4		
ARRIVAL	0-99	25	27	29	31	40	43	45	46	44	45							32	44		
MAX STREN.	0-15	10	10	10	6	10	10	10	6	4	4							10	8		
INIT. STREN.	0-15	8	8	8	5	8	8	8	5	4	4							10	8		
RATING	0-15	6	6	6	9	6	6	6	9	8	8							10	15		
RANGE	0-15	0	0	0	3	0	0	0	3	0	1							10	15		
FATIGUE	0-7	5	5	5	5	5	5	5	5	6	6							6	6		
EXPERIENCE	0-7	4	4	4	4	5	5	5	5	7	7							5	4		
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A							1	2		

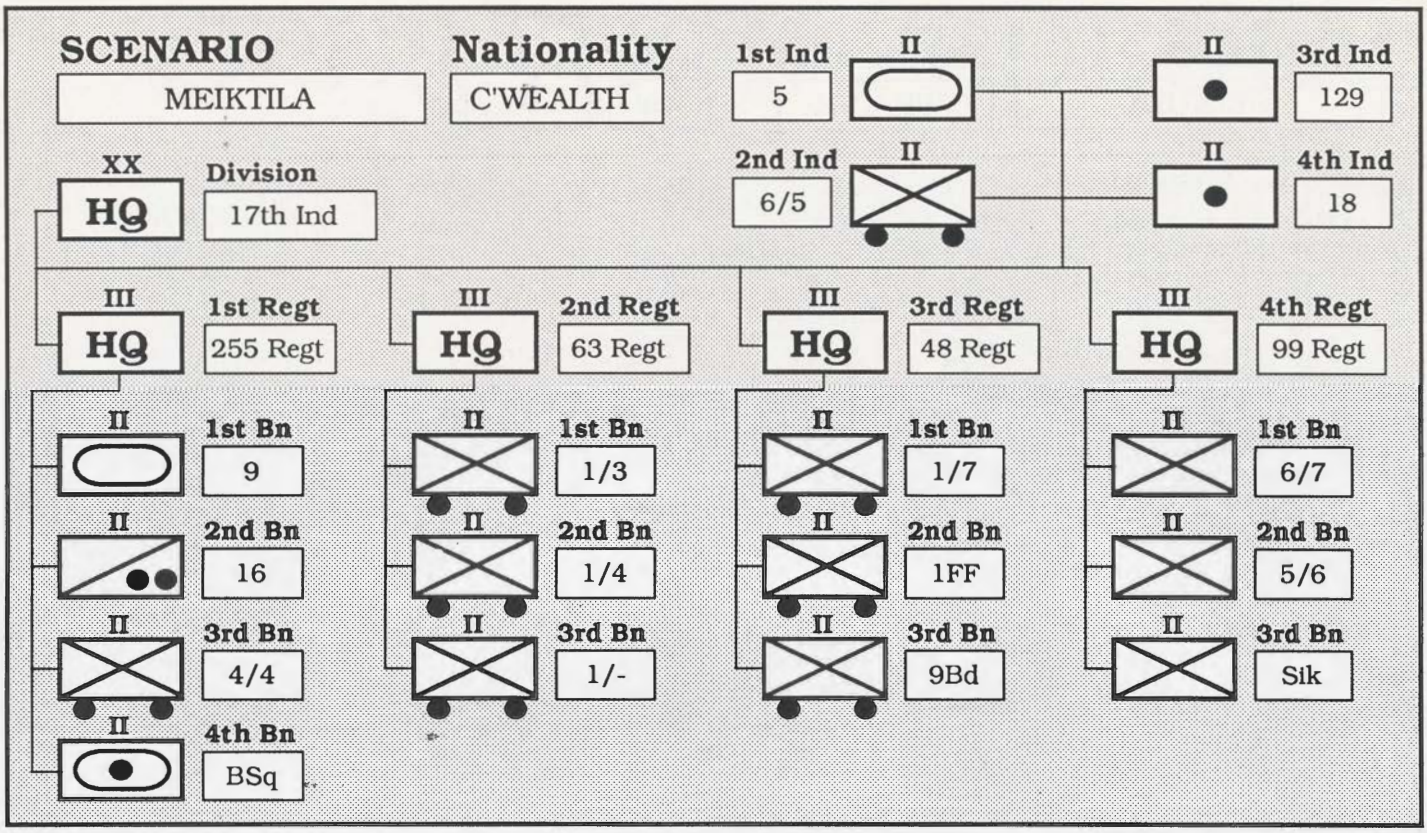


HEADQUARTERS DATA

FORMATION	HQ	XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
HQ I.D.	[8]	18th Inf	55 Bde	56 Bde	214 Regt	119 Regt
UNIT TYPE	[8]	Infantry	Infantry	Infantry	Infantry	Infantry
HQ ADMIN	0-7	4	4	4	3	3
LEADERSHIP	0-7	6	4	5	3	5
HQ SUPPLY	0-7	5	6	5	4	4
BRITTLE	0-1	0	0	0	0	0
MOVEMENT	0-31	4	N/A	N/A	N/A	N/A
ARRIVAL	0-99	34	N/A	N/A	N/A	N/A
LOCATION	(x,y)	24,0	N/A	N/A	N/A	N/A

BATTALION DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1	2	3	HW	1	2	3	HW	1	2			1	2	3	HW	14	Med	Hvy	Nag
LOCATION	(x,y)	24,0	24,0	24,0	24,0	24,0	24,0	24,0	24,0	15,0	15,0			25,5	25,5	25,5	25,5	25,5	24,0	25,5	25,5
CLASS	0-13	0	0	0	4	0	0	0	4	0	0			0	0	0	4	11	13	13	13
MODE	0-3	0	0	0	0	0	0	0	0	0	0			0	0	0	0	0	0	0	0
EQUIPM'T	0-31	9	9	9	10	9	9	9	10	9	9			9	9	9	10	14	12	13	13
MOVEMENT	0-31	6	6	6	6	6	6	6	6	6	6			6	6	6	6	12	6	4	4
ARRIVAL	0-99	27	30	34	35	37	38	42	42	38	39			46	48	50	52	35	41	47	49
MAX STREN.	0-15	10	10	10	6	10	10	10	6	10	10			10	10	10	6	6	10	8	15
INIT. STREN.	0-15	8	8	9	4	8	8	9	5	8	8			9	9	9	5	3	10	8	15
RATING	0-15	6	6	6	9	6	6	6	9	6	6			6	6	6	9	5	10	15	15
RANGE	0-15	0	0	0	3	0	0	0	3	0	0			0	0	0	3	1	10	15	15
FATIGUE	0-7	4	4	4	4	4	4	4	4	4	4			5	5	5	5	4	6	6	6
EXPERIENCE	0-7	5	5	5	5	5	5	5	5	5	5			5	5	5	5	4	5	5	5
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A			N/A	N/A	N/A	N/A	1	2	4	4

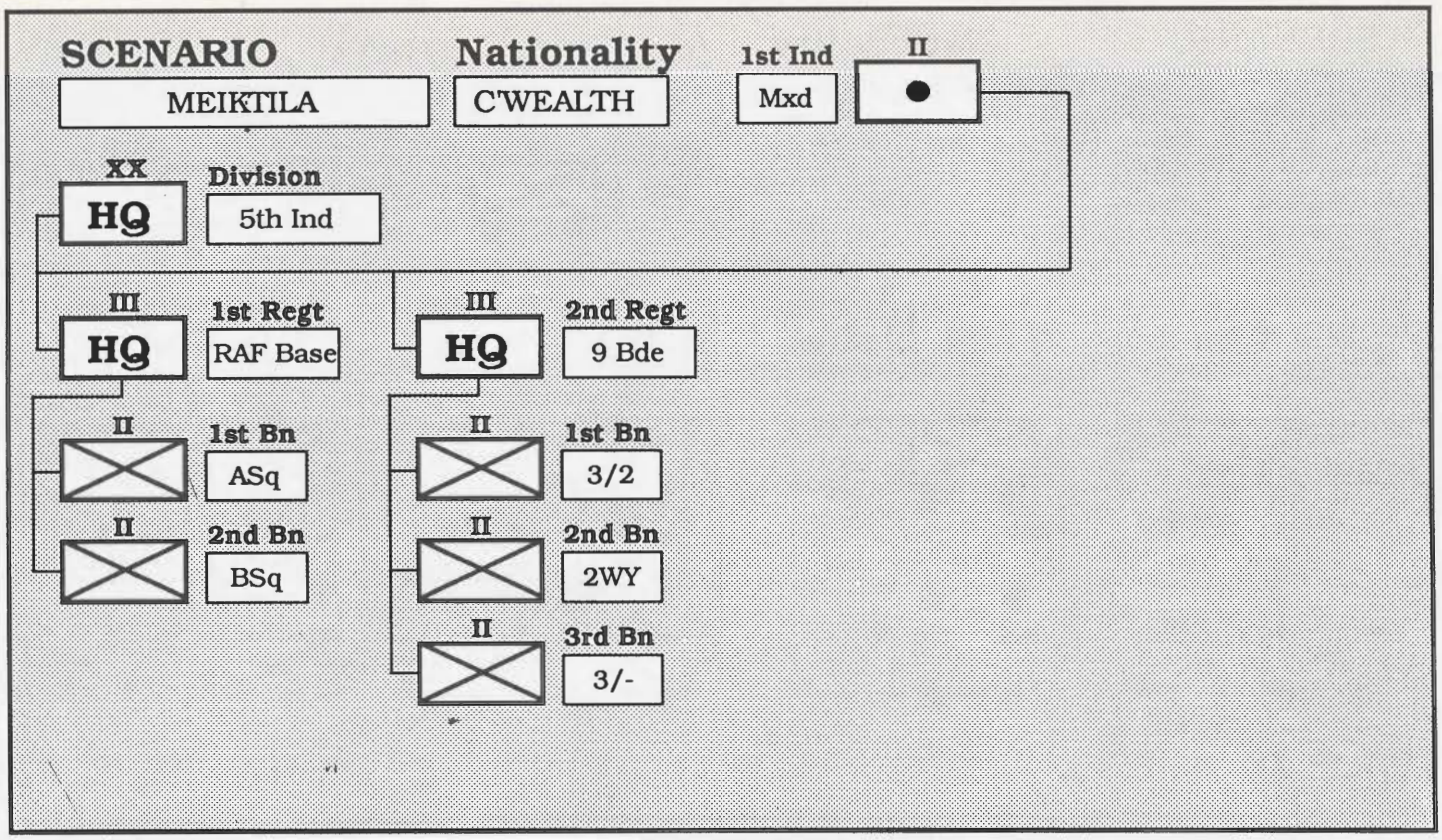


HEADQUARTERS DATA

FORMATION	HQ	XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
HQ I.D.	[8]	17th Ind	255 Regt	63 Regt	48 Regt	99 Regt
UNIT TYPE	[8]	Mobile	Armour	Mot'zed	Mot'zed	Infantry
HQ ADMIN	0-7	5	5	5	4	4
LEADERSHIP	0-7	6	7	6	6	5
HQ SUPPLY	0-7	4	6	6	6	7
BRITTLE	0-1	0	0	0	0	0
MOVEMENT	0-31	10	N/A	N/A	N/A	N/A
ARRIVAL	0-99	2	N/A	N/A	N/A	N/A
LOCATION	(x,y)	0,0	N/A	N/A	N/A	N/A

BATTALION DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	9	16	4/4	BSq	1/3	1/4	1/-		1/7	1FF	9Bd		6/7	5/6	Sik		5	6/5	129	18
LOCATION	(x,y)	0,0	0,0	0,0	0,0	0,0	0,0	0,0		0,0	0,0	0,0		0,0	0,0	0,0		0,0	0,0	0,0	0,0
CLASS	0-13	11	6	1	12	1	1	1		1	1	1		0	0	0		11	1	13	13
MODE	0-3	0	0	0	0	0	0	0		0	0	0		0	0	0		0	0	0	0
EQUIPM'T	0-31	2	3	7	4	1	1	1		1	1	1		9	9	9		2	1	5	5
MOVEMENT	0-31	12	16	10	12	10	10	10		10	10	10		6	6	6		12	10	10	10
ARRIVAL	0-99	5	0	6	6	1	2	3		7	9	10		12	13	14		4	8	3	8
MAX STREN.	0-15	9	9	12	3	12	12	12		12	12	9		12	12	12		9	12	6	6
INIT. STREN.	0-15	9	9	12	3	12	12	12		12	12	9		12	12	12		9	12	6	6
RATING	0-15	12	2	8	12	8	8	8		8	8	8		6	6	6		12	8	10	10
RANGE	0-15	1	1	0	8	1	0	0		1	0	0		1	0	0		1	0	8	8
FATIGUE	0-7	6	5	6	6	5	5	5		6	6	6		7	7	7		5	6	6	6
EXPERIENCE	0-7	5	6	7	5	6	6	6		6	6	7		6	6	6		5	6	6	5
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A		N/A	N/A	N/A		N/A	N/A	N/A		1	1	1	1



HEADQUARTERS DATA

FORMATION	HQ	XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
HQ I.D.	[8]	5th Ind	RAF Base	9 Bde		
UNIT TYPE	[8]	Infantry	Garrison	Infantry		
HQ ADMIN	0-7	6	6	4		
LEADERSHIP	0-7	5	3	5		
HQ SUPPLY	0-7	5	7	7		
BRITTLE	0-1	0	1	0		
MOVEMENT	0-31	4	N/A	N/A		
ARRIVAL	0-99	67	N/A	N/A		
LOCATION	(x,y)	20,9	N/A	N/A		

BATTALION DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	ASq	BSq			3/2	2WY	3/-										Mxd			
LOCATION	(x,y)	20,9	20,9			20,9	20,9	20,9										20,9			
CLASS	0-13	0	0			0	0	0										13			
MODE	0-3	2	2			2	2	2										2			
EQUIPM'T	0-31	8	8			9	9	9										5			
MOVEMENT	0-31	6	6			6	6	6										4			
ARRIVAL	0-99	42	46			62	66	70										71			
MAX STREN.	0-15	4	4			12	12	12										3			
INIT. STREN.	0-15	4	4			12	10	12										2			
RATING	0-15	6	6			6	6	6										7			
RANGE	0-15	0	0			1	0	0										7			
FATIGUE	0-7	7	7			7	7	7										7			
EXPERIENCE	0-7	2	2			5	5	5										4			
ATTACHM'T	0-4	N/A	N/A			N/A	N/A	N/A										2			

MEIKTILA - Briefing

AXIS	ALLIED
SIDE [16]: Japan	SIDE [16]: Commonwealth
CORPS [16]: 15th Army	CORPS [16]: IV Corps
COMMANDER [16]: Gen. Katamura	COMMANDER [16]: Gen. Messervey

DAY	NIGHT	SUPPORT	DAY	NIGHT
8	3	QUANTITY (0-99)	35	0
2	1	RELIABILITY (0-3)	3	0
6	11	RATING (0-15)	10	0

AIR SUPERIORITY (0-7)

STATUS = 6
RELIABILITY = 6

STRONG ALLIED
DEPENDABLE

SCENARIO [16]: Meiktila

BRIEFING [26]: "The Master Stroke" Central Burma Operations 27th Feb - 18th Mar, 1945

(0-3)	START =	0	
(1-31)	DATE =	27	am 27th FEB 1945
(1-12)	MONTH =	2	
(0-99)	YEAR =	45	
(0-20)	CENTURY =	19	
(1-16)	LENGTH =	20	
(0-3)	WEATHER =	3	CLEAR
(0-7)	FORECAST =	2	BUILDING
(0-7)	CLIMATE =	2	TROPICAL
(0-31)	MECH MIN =	10	

BRITTLENESS		NIGHT CAPABLE	
(0-9)	AXIS = 00 %	(0-1)	AXIS = 0
(0-9)	ALLIED = 70 %	(0-1)	ALLIED = 0

MEIKTILA - Terrain Effects Chart

TERRAIN CODE (T0-T15)	TERRAIN NAME [10]	TERRAIN COSTS PER HEX		ATTACK EFFECTS		
		MECH (0-31)	NON-MECH (0-31)	ARM (0-7)	ART (0-7)	INF (0-7)
T0	Lake	0	0	0	0	0
T1	Scrub	3	2	5	6	6
T2	Fields	4	2	4	6	6
T3	HighGround	4	3	5	7	5
T4	Hill Top	8	4	4	5	4
T5	Swamp	0	4	1	2	3
T6	Airfield	2	2	7	7	7
T7	Village	3	2	6	6	7
T8	Rail Stat.	3	2	5	6	7
T9	Pagoda	3	2	4	5	6
T10	-	-	-	-	-	-
T11	-	-	-	-	-	-
T12	-	-	-	-	-	-
T13	-	-	-	-	-	-
T14	-	-	-	-	-	-
T15	-	-	-	-	-	-
-	ROAD	2	1	N.A.	N.A.	N.A.
-	FORT	N.A.	N.A.	0	0	0
-	CITY	N.A.	N.A.	3	5	4
-	BRIDGE	1	1	5	7	5
-	RIVER	N.A.	4	3	7	4

MEIKTILA - Objectives and Misc. Factors

I.D.	Name [11]	Map Loc [x,y]	Div. (0-3)	Start (1-99)	End (1-99)	Pts/Turn (0-30)	Pts/End (0-255)
1(AX)	W. Meiktila	12,13	2	21	79	5	30
2(AX)	N. Meiktila	14,9	3	21	79	5	15
3(AX)	Pagoda	14,16	2	21	79	5	15
4(AX)	West AB	20,9	3	41	79	3	20
5(AX)	East AB	21,9	3	41	79	3	20
6(AX)	E. Meiktila	15,13	3	31	79	5	30
7(AX)	Town Centre	13,13	3	21	79	5	60
8(AX)	Road Bridge	3,1	3	41	79	2	0
9(AX)	Kyion	16,9	3	21	79	2	15
10(AX)	Rail Station	14,13	3	21	79	5	40
11(AX)	Inpetlet	8,4	3	41	79	2	0
12(AX)	-	-	-	-	-	-	-
1(AL)	Village	13,2	1	30	40	1	0
2(AL)	Inpetlet	8,4	1	0	9	5	10
3(AL)	Kyion	16,9	1	11	79	1	0
4(AL)	West AB	20,9	2	15	79	2	10
5(AL)	East AB	21,9	1	15	79	2	10
6(AL)	Hill 835	10,24	1	21	79	1	0
7(AL)	Rail Bridge	10,11	1	5	79	1	5
8(AL)	Rail Station	14,13	1	11	79	2	10
9(AL)	Town Centre	13,13	2	11	79	3	15
10(AL)	Pagoda	14,16	1	11	79	2	5
11(AL)	-	-	-	-	-	-	-
12(AL)	-	-	-	-	-	-	-

ADJACENT ENEMY HEX PENALTY (AXIS/ALLIED) (0-15)

1st Hex =	1 5	4th Hex =	3 11
2nd Hex =	1 8	5th Hex =	3 11
3rd Hex =	3 8	6th Hex =	3 11

VICTORY POINTS PER STRENGTH POINT ELIM. (0-15)

	MECH	NON MECH
AXIS	1	1
ALLIED	4	4

MAP SIZE

ACROSS (0-2)	1
DOWN (0-3)	3

Continued from p. 6

day, the tanks forced their way into the town against firm resistance. The Japanese were plentifully equipped with automatic weapons and artillery, and were well entrenched. A series of hidden snipers continuously harassed the Commonwealth advance. By the end of the day, the tanks had reached the railway station but pulled back before nightfall to the relative safety of a laager on the outskirts of the town.

On March 2nd, a three-pronged drive by 63rd Bde, 48th Bde and 255th Arm Bde cleared the town, forcing the Japanese defenders up against the lake at the southern end. A day later, organized resistance had ceased. Some mopping up was required to root out snipers and small parties of fanatics while remnants of the Japanese garrison managed to flee to the east.

Realizing their danger at last, the Japanese 15th Army commander, General Katamura, rushed all available forces to recapture Meiktila. The rest of the 49th Division, the last significant reserve, came up from the south. A regiment from 2nd Division arrived from the east while a large battle group was pulled out of the main defensive front to the north. This group comprised 18th Infantry Division (less one regiment), two battalions from 33rd Division, a regiment from 53rd Division, a handful of tanks from the 14th Tank Regiment and the Naganuma Artillery Group. All of this northern group were tired and understrength from recent fighting.

The counter-attack was poorly co-ordinated from the start. Units arrived in dribs and drabs and the two columns (49th Div and 18th Div in the scenario) began the battle under the command of different armies. Liaison officers were not exchanged, communications were inadequate and no attempt was made to support each others' attacks or share resources.

General Cowan, commanding the 17th Indian Division, defended aggressively. Armoured columns continually swept the roads around Meiktila, disrupting the converging Japanese. The main Japanese attacks were directed against the airfield and on the night of march 16th, a small force seized the eastern end of the strip. An armoured drive expelled them the following morning.

Throughout the Japanese attack, Commonwealth reinforcements arrived by air. These were advance elements of the 5th Indian Division as well as an RAF Base Force. Due to the increasingly damaged state of the airstrip, supplies were air-dropped from March 18th.

Elsewhere, events were on the move. To the north, the main defense of the Irrawaddy had collapsed and Japanese troops were in retreat everywhere. The scenario ends at this point although Japanese attacks occurred for a further week under Lieut.-General Honda whose 33rd Army was placed in charge of the battle.

On March 28th, with the Irrawaddy battle lost, the Japanese decided there was no longer any point in recapturing Meiktila and the attacks were called off.

The battles in central Burma had resulted in devastating defeat for the Japanese. Even the Japanese theatre commander, General Kimura, described the surprise crossing of the lower Irrawaddy by IV Corps as "The Master Stroke".

For once, an effective pursuit was launched and Messervey's force covered 400 km in three weeks. However, the monsoon season struck before his men reached Rangoon. Not that it mattered much; the 26th Indian Division captured Rangoon in a sea-borne invasion only to find that the Japanese had abandoned the capital. Three months later, two atomic bombs were detonated on the Japanese mainland and the war was over.

THE SCENARIO

This scenario covers the 20 day period between the capture of Meiktila by IV Corps and the main Japanese attempts to recapture it.

If you are a disk subscriber and this is the first time you have used a ***Battlefront Game System*** scenario disk, please note that it must be loaded as a scenario disk, *not* a save-game disk.

If you are a disk subscriber and you are using a black & white monitor, we recommend you change the Axis general symbols for infantry, armour and artillery to those shown in the accompanying diagram.

CREATING THE SCENARIO

If this is the first time you have tried to transfer a magazine scenario onto a save-game disk, we recommend you follow these directions. The letters in parentheses after each heading refer to the corresponding section in any of the ***Battlefront Game System*** manuals.

Note that if you are building up the scenario from an IBM/Tandy version of the game, there are a couple of additional data entries to be made. These are listed at the end of this section.

Preparing the disk [3]. Boot up the Master Disk and select <CREATE> from Menu H. Select <SCENARIO> from Menu B. <LOAD> any historical scenario. You have been processed through to Menu J. Select the <DISK> line from that menu.

If you have one disk drive, remove the Master Disk and replace it with a blank disk. If you have two disk drives, remove the Scenario Disk from the second drive and replace it with a blank disk.

Select <FORMAT> from the on-screen menu. Once this is done, select <SAVE> from the menu and store the scenario in any unused save-game location. Select <CLEAR> from Menu J and erase both map and data. Save again in the same location. This procedure prepares the template on which we will build the Meiktila scenario.

The WarPlan™ menus are displayed on the back of the game menus card. Refer to this when necessary.

If possible, we recommend you prepare this scenario with any of the ***Halls of Montezuma***, ***Rommel*** or ***MacArthur's War*** master disks. If you are using the earlier ***Battlefront*** or ***Battles in Normandy*** master disks then a few variables will have to be omitted. These are noted in the text.

Corps Details [5.31]. Enter the data from the Briefing table.

Continued on p. 48

INVASION MALTA

(History Written)

Edited and Umpired by Gregor Whiley

INVASION MALTA
Orders of Battle

Commonwealth Forces

Valetta Command
(1/1C) Malta #1
(2/1C) Malta #2
(3/1C) 1st British Brigade
(4/1C) 1st Coastal Defence

Southwest Command
(1/2C) 2nd British Brigade
(2/2C) 2nd Coastal Defence
(3/2C) 3rd British Brigade
(4/2C) 3rd Coastal Defence

Northern Command
(1/3C) 4th British Brigade
(2/3C) 4th Coastal Defence

Axis Forces

7th Fljgr Division
(1/1A) 1st/7th Fljg
(2/1A) 2nd/7th Fljg
(3/1A) 186th/Folgore
(4/1A) 187th/Folgore

Friuli Division
(1/2A) 11th/Friuli
(2/2A) 12th Friuli
(3/2A) Special Assault
(4/2A) 125th Spza

Liv/Aset Divisions
(1/3A) 33rd/Liv
(2/3A) 34th/Liv
(3/3A) 29th/Aset
(4/3A) 30th/Aset

The parenthesized numbers can be used to identify the various formations on the situation maps.

(Editor's Note. If this is the first time you have seen our magazine, you should know that of the three game replays so far published in ***Run 5****, Keating has won them all. And while the canny betting man may once again put his dough on our leader, the popular sentiment was hoping for an upset.)*

The British island bastion of Malta was the key to the Mediterranean theatre. If it fell, Axis troops in North Africa could be supplied almost without hindrance and the British would be reduced to impotent and vulnerable enclaves at Gibraltar and Alexandria.

With this in mind, OKW, the German high command, commissioned a complete staff study for the invasion of Malta. To do this they used a brilliant simulation system called *Kampffront* which had been devised by one of their staff officers. Not unsurprisingly, the officer who did best at these contests was Colonel Keating, the creator of the system. He was, in a typical display of Teutonic thoroughness, immediately declared the best man for the job, promoted to General on the spot and packed off to Sicily on the next available Ju-52 to take charge of the invasion.

Meanwhile, the best (the term is relative) British brains had not been lying idle. Over a roast beef dinner in the club one night, Viscount Power, Malta's commander, explained his plans for the island's defence. With the island of Malta represented by a dinner plate, his fixed positions (button mushrooms) would defend against Axis seaborne invaders (thick brown gravy) as they washed ashore. German paratroops (salt and pepper sprinkles) would be surrounded and then overrun as the mobile Commonwealth forces (horseradish sauce) flung the survivors back onto the coastal defenders (the surviving mushrooms) and sealed their fate.

The Viscount's audience could not fail to be impressed, and the plan, codenamed *Well Done* was cooked up straight away. When the mysterious Captain Crummond of the British Secret Service swam ashore one night with a complete set of the German invasion plans, victory seemed assured. The Germans would be done like a dinner!

The first paratroops would hit the ground on the evening of March 23rd.

Turn 4 (Night/Mar 23)

Axis. Paras land at strategic points. Most stay where they are but 4/1A are sent east to consolidate positions just around Krendi airfield.

Commonwealth. The only troops on the board are the divisional HQs. The HQ for 3C finds itself in the middle of an enemy drop zone and moves east at full speed.

Results. All quiet.

With the initial drop made, it is appropriate to review the player's strategies.

The Commonwealth Plan. Viscount Power foresaw three key elements. Crush the Germans paratroopers at

Situation Map A (AM/Mar 24)

Initial Axis Drop Zones are near Luqa and Takali

Takali, hold them at Luqa and then take the victors from Takali and meet the Italians on the southwest beach as they struggled ashore.

The Axis Plan. General Keating would not strike directly at Valetta with his parachutists. Instead, those landing at Takali and Luqa would remain on the defensive, while the rest turned south to deal with the beach defenders from behind. The sea landing troops must have a clear beach to land on. The two key elements of Keating's plans are to capture the southwestern beach defences and resupply his paras.

Turn 5 (AM/Mar 24)

Examine Situation Map A

Axis. All regiments conduct probe or prepare attacks on the British troops still reacting to their presence except 4/1A, which has spotted a lone British tank unit in the village of Krendi, and moves in for the kill with an exploit. The fact that the unit is only a small force invited this attention, and heavy air support has been allocated to the attack.

Commonwealth. This is the first chance Viscount Power has had to react. 1/1C is sent to attack Takali, 2/1C is sent to Zebbuj preparatory to driving south, 3/1C goes to Luqa and 4/1C to Kirkup. Elements of 2C are already in contact around Luqa; those regiments not yet in contact are sent to Luqa and Kirkup to form a defensive line running roughly North - South. The two regiments from 3C are sent straight to Takali to increase the weight of numbers there. In accordance with Viscount Power's original plan, there are now four Commonwealth regiments at or on the way to Takali.

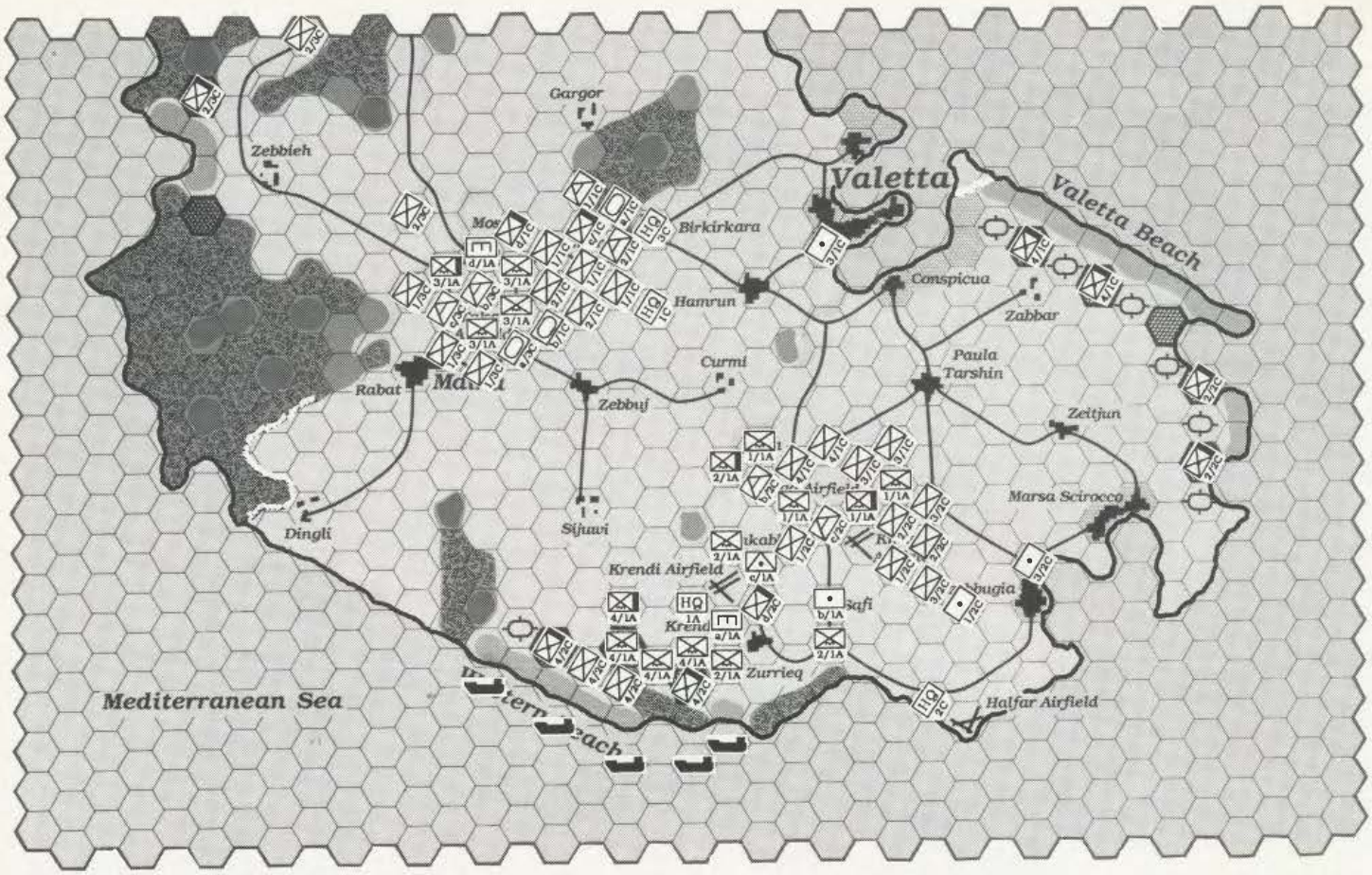
Results. The unsuspecting tank battalion is killed in one blow but other Axis attacks are inconclusive. Commonwealth troops pour out of Valetta and the eastern beaches in accordance with the Power Plan.

Turn 6 (Noon/Mar 24)

Axis. General Keating has noticed the large weight of troops headed towards Takali but will not change his plan. The

MILITARY SYMBOL GUIDE

- Infantry Bn
- Parachute Bn
- Hvy Weapons (Inf.) Bn
- Hvy Weapons (Para) Bn
- Engineer Bn
- Coastal Defence Bn
- Tank Bn
- Assault Gun Bn
- Anti-Tank Bn
- Anti-Aircraft Bn
- Artillery Bn
- Division HQ



Situation Map B (AM/Mar 25)

Axis troops are under pressure everywhere

defenders there will just have to tough it out. 1/1A is at Luqa and assaulting the British defenders there. 3/1A got the short straw at Takali and is defending desperately. To toughen it up, and hopefully punish its attackers, General Keating allocates heavy air support. 2/1A and 4/1A move to clean up pockets of resistance around Krendi.

Commonwealth. Many British units are still not in total contact with the enemy and some have to be content with Probe or Support orders in order to concentrate. However, the defenders at Takali are surrounded and an Assault goes in.

Results. The Axis assault with heavy air support at Luqa causes heavy losses to the defenders. The static 3.7" AA units defending Luqa airfield decide that emulating 88s is not as glamorous at it may have seemed and rout. The British attack at Takali is stopped cold by the gallant 3/1A (mit Luftwaffe).

Turn 7 (PM/Mar 24)

Axis. Having cleaned things up a bit and ensured an open supply line to 1/1A, 2/1A and 4/1A turn their attentions to the easternmost beach defender. 1/1A continues the attack in the north while 3/1A defends grimly, again with air support.

Commonwealth. The attacks on the stubborn defenders at Takali continue, three all told this turn; elsewhere all troops are on the defensive.

Results. The Axis attacks at the beach fail, but so do the attacks at Takali, again courtesy of the Luftwaffe. Viscount Power was not amused.

Not only had the Luftwaffe dumped whole plane loads of paratroopers over his otherwise unspoilt island, but they had the damned cheek to come back, dropping bombs and things and spoiling perfectly good set piece attacks.

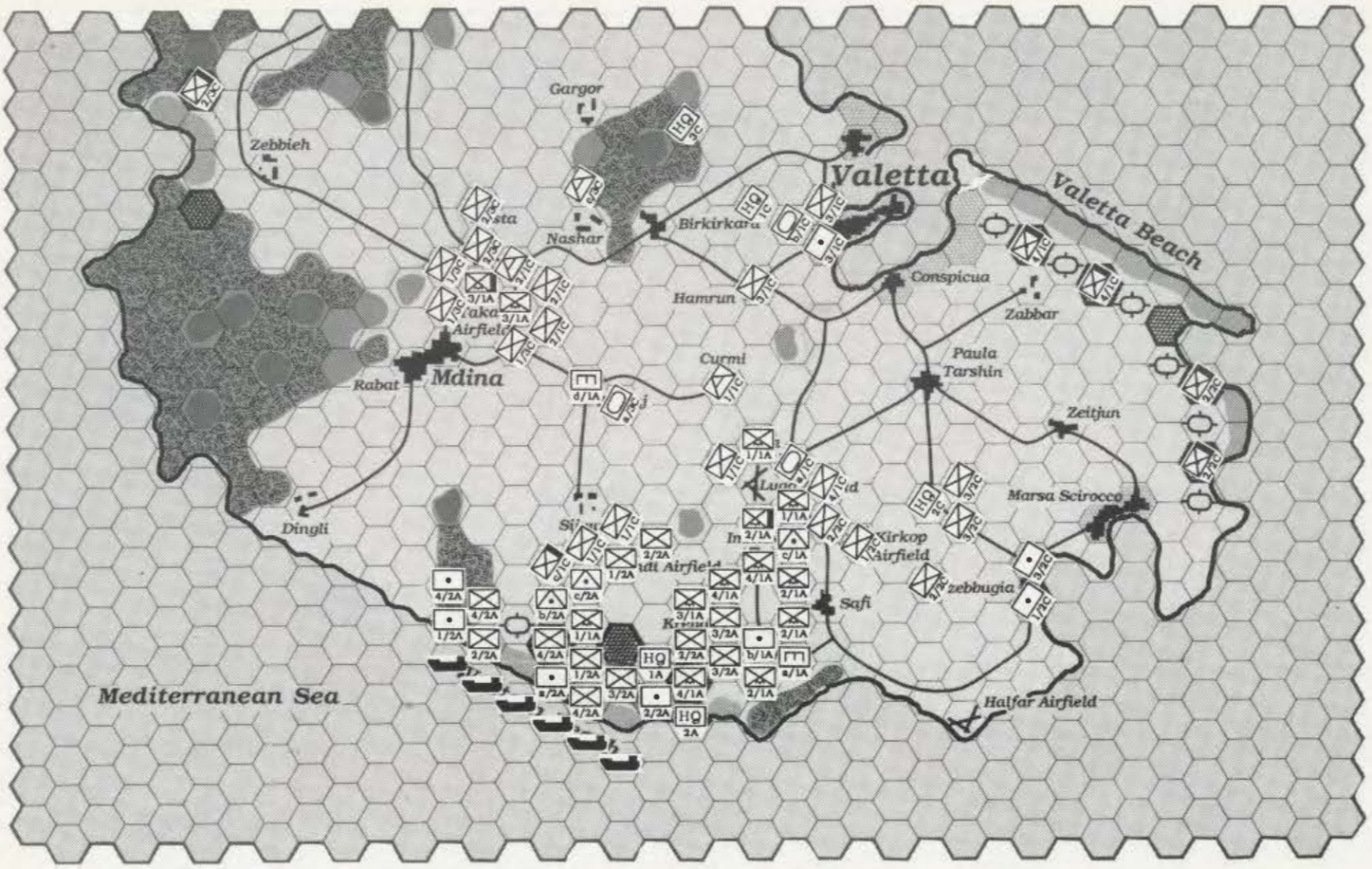
Much more of this and Power's plans will be in jeopardy. Power at last becomes aware of the general intent of Keating's plan and realizes that he has no men as yet in a position to assist the beachhead defenders.

Turn 8 (Night/Mar 24)

There were two night attacks delivered. One by the British at Takali caused light casualties and the other by the Germans on the beach-front caused no casualties. Both however, were intended to deprive hard pressed troops of the sleep that they undoubtedly needed.

After the first day General Keating felt matters were going to plan. The defenders at Takali were in reasonable shape, although one unit had 30% casualties. Keating felt that they could hang on until day 4 with only one or two KIAs, a price he felt was acceptable. The beach defenders would be prised out with low level attacks and lots of air support. The situation which Keating most feared, a drive south straight through to the beach had not materialized.

Viscount Power felt that his initial plan was not working. He had not antici-



Situation Map C (AM/Mar 27)

The invasion beaches secure, the drive on Valetta begins

pated either the effectiveness of the Takali defence nor the intrusion of the Luftwaffe. He felt that he might not be able to make it to the beaches as called for by his plan.

Turn 9 (AM/Mar 25)

Examine Situation Map B

Axis. The attacks on the beaches continue and a pesky British straggler which is cutting supply to 1/1A at Luqa is also targeted. 1/1A assaults at Luqa. The initial elements of 2A are due this turn and the beach defences are still intact. 2A will be sacrificed if necessary to ensure that 3A gets ashore unscathed. Supply is still a worry.

Commonwealth. Assaults continue at Takali and at Luqa, defense elsewhere. Casualties are low but there are some units at Takali who have been in minor combat with the paras and could do with a rest.

Results. The British take medium losses at Luqa and inflict a similar result at Takali. There are no losses on the beach but two British units rout at Takali. These units were assets from 3C, and should have been taken out of the battle before this. One started the turn with 40% casualties and ended with 80%. It will now be virtually useless for the rest of the game. (It is imperative to check the condition of division assets at all times in the game.)

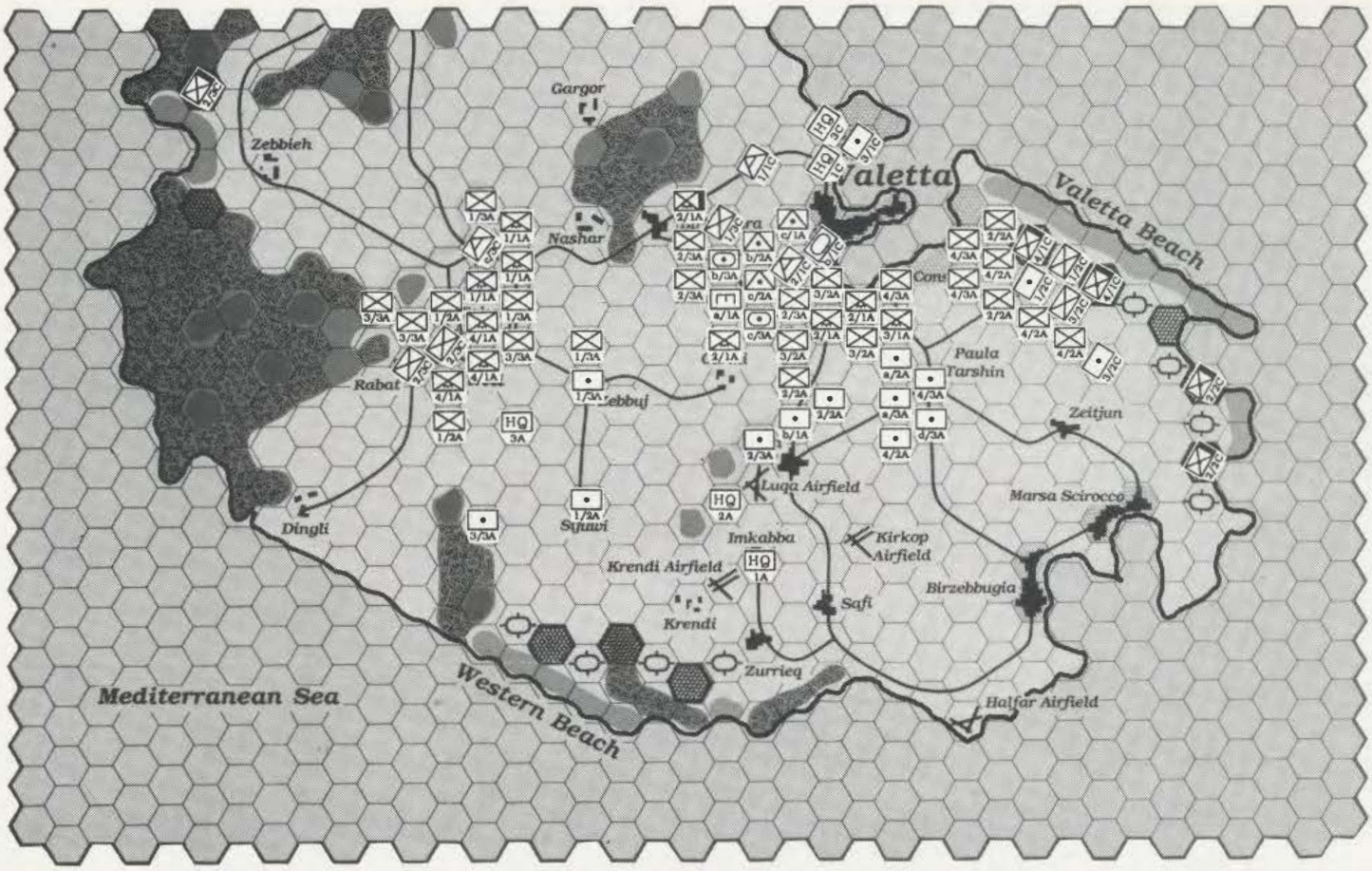
T. 10 (Noon/Mar 25)

Axis. 1/1A is forced onto the defensive through lack of supply, caused by that one stubborn British unit. General Keating is annoyed but is relieved by the fact that the blockage is one battalion and not two regiments! In any case, the blocker has been whittled down and 2/1A will exploit in order to remove the unsightly obstruction to the supply lines. Assaults also continue at the beaches. 3/2A, despite having landed in the middle of a defended minefield, is pressed straight into the attack.

Commonwealth. Viscount Power feels compelled to modify his original plan. Despairing of going through the defenders of Takali he decides to go around them and orders 1/1C to pull back in order to drive directly south. The other units continue to attack at Takali and also at Luqa, working on the principle that even the Luftwaffe can't be everywhere at once.

Results. The plucky supply blocker is KIA'd. The defenders at Takali take medium losses but two more British attackers rout. The attackers on the beach take heavy losses without inflicting any but the pressure of numbers tells, and one beach defender finally routs.

The situation at Takali is very instructive. After the turn on which Power scaled down his attack, the casualties of the defenders read 0, 10, 20, 30 and 70%. The pressure was finally beginning to tell, with the defenders out of supply from the moment they landed. Power abandoned his plan too soon.



Situation Map D (End of Game)

British survivors grimly hold Valetta. All else is lost

Turn 11 (PM/Mar 25)

Axis. Supply for 1A is still poor and all regiments are forced onto the defensive. 3/2A on the beach is also in very poor shape but together with 1/2A it ordered to attack. Clear the beach or get off it is the order of the day.

Commonwealth. Attacks continue at Luqa, but no attacks are made at Takali. The regiment that was pulled out is still tangled up and not in a position to fight.

Results. The Axis and British swap medium losses at Luqa. An Axis defender at Takali finally routs. The British on the beach suffer no losses but 3 Axis battalions rout.

T. 12 (Night/Mar 25)

Each side makes one night attack each, with no result apart from the aforementioned lack of sleep. 1/1C, now disengaged, gets caught up in the fighting at Luqa and will not be available for the beach fighting.

It seems appropriate to review the situation at the end of day 2. The British troops are in reasonable shape and have inflicted quite a few casualties. The Axis 1A is in poor shape with 3/1A cut up and surrounded at Takali and 1/1A and 4/1A down to about half strength, although their surviving battalions are in good shape. Regimental supply is poor in every case. 2A has already taken 3 KIAs and 1/2A and 3/1A have significant losses.

Things look bad for the Axis. However, General Keating is prepared to sacrifice all of 2A if necessary. He feels that 1A can hang on where it is while the beach is cleared. If 3A gets ashore unhindered he expects it to be unstoppable. While Viscount Power's men are in good shape they are not in the right place, and there doesn't seem to be anything that he can do, at this moment, to stop the Axis getting ashore.

Turn 13 (AM/Mar 26)

Axis. It is time to get serious with the beach defenders, regardless of the state of the attacking troops. Three assaults are ordered with all available air points.

Commonwealth. Probes are ordered for Takali, in an effort to keep up the pressure and also to distract Axis attention from the beach. 3/1C is ordered into reserve to recover.

Results. The Axis take a series of losses in their beach attack but KIA one defender. There are also heavy Axis losses at Takali.

T. 14 (Noon/Mar 26)

Axis. 1A remains on the defensive and 4/1A, having done all it can at the beach, is rested. All four regiments from 2A attack the beach defenders.

Commonwealth. Poor supply at Takali causes Power to break off the attack, just when sustained pressure may have achieved results. Limited attacks continue.

Results. British attacks at Luqa are inconclusive. A router from each side makes good its escape from the fighting at Takali.

Turn 15 (PM/Mar 26)

Axis. Three regiments from 2A continue to assault the last defender on the beach. 2/1A is in perfect shape and continues to keep the Allies honest at Luqa.

Commonwealth. Limited attacks continue at Takali, and another regiment is rested.

Results. The Axis take heavy losses at Takali but KIA the last British beach defender. They now own the beach and the only thing between them and the relief of Takali are the forward elements of the 1/1C which tried, and failed, to make it to the beach.

T. 16 (Night/Mar 26)

Viscount Power has scraped up 23 night support points from somewhere. Nobody really knows where. Perhaps they are life expired NAAFI rock-cakes fired from 3" mortars, perhaps he bribed the Italian Navy to shell its own positions.

In any case, in an action that might well be described as spiteful, he hurls them all at the stubborn defenders of Takali and achieves a KIA.

Turn 17 (AM/Mar 27)

Examine Situation Map C

Both commanders review the situation as they see it at this point in the battle.

Axis. General Keating is very pleased with the situation as, at last, it is all going according to his original plan. The beach has been secured, and 3A will get ashore without a bullet laid on them.

Keating will send 2A to the rescue of the brave men at Takali while 1A goes into reserve to recover. 3A will take the shortest route to Valetta. General Keating's troops have taken heavy casualties but they have got the job done.

2/1A keeps up the assaults, to make way for 3A.

Commonwealth. Viscount Power readily admits that Plan A did not work. Nor did Plan B as the regiment so detailed failed to make it to the beach. Power does not have high hopes for the imaginatively titled Plan C, which is to fight a delaying action and to try and hold on to Valetta. He will, however, continue to attack at Takali, in an effort to wipe out the defenders and to thus free up his remaining troops there.

The British keep up the attack at Takali, all other units are either defending or in reserve.

Results. A British defender is KIA'd at Luqa and another Axis defender bites the dust at Takali. This leaves one very brave battalion defending the airfield.

T. 18 (Noon/Mar 27)

Axis. Working on the (sometimes) militarily sound proposition that if you are in bad shape, the other guy must be even worse, General Keating keeps up the pressure with both 1A and 2A.

Commonwealth. 3/1C from reserve is sent to a position just south of Zebbuj to hold the line.

Results. Five Axis attacks result only in light casualties for some attackers. Two British attacks at Takali are equally ineffective.

Turn 19 (PM/Mar 27)

Axis. Further attacks at Luqa, and on the impetuous British unit strung out south of Zebbuj. A requisition for extra Iron Crosses for the defenders at Takali is entered.

Commonwealth. Power decides to get tough at Takali and orders two exploits against the heroic defenders.

Results. British defenders at Luqa and Zebbuj take heavy casualties. The men at Takali, who have clearly been reading up on Rorke's Drift, hold off the British yet again.

T. 20 (Night/Mar 27)

No combat took place. One Axis regiment was ordered on the road to tour the objectives in the south east to pick up valuable points.

The Last Days

There is little of excitement to relate from here until the end. The last defenders of Takali finally fell, still awaiting rescue or the return of the Luftwaffe. Their medals never made it either, the requisition being canceled by an *Untergruppenfuehrer* who felt that it would be a waste of Army resources to send the medals to recipients who would not be around to receive them.

The British had no option but to put bodies in the way of the Germans and hope to hold on to Valetta and Conspicua, the two high value objectives at the northern end of the Island.

The Axis obviously had to grind it out and remove the obstacles between them and the same objectives. Keating's only choice was how many men to do it with. Keating elected to keep almost all his troops in the field, hoping to swamp the defenders by sheer weight of numbers. Whether this was the most correct course is something that we will discuss.

Examine Situation Map D

As you can see on the final map, General Keating did not capture Valetta, thanks to some last ditch defence from those valiant British troops that survived to the end. General Keating did, however, capture Conspicua and the 150 point swing was enough to give him the game. Had Viscount Power retained both Valetta and Conspicua, then he would have won the game.

Analysis

There are some useful lessons to be learnt from this battle which will stand you in good stead whenever you play a ***Battlefront*** scenario.

Strategy. Keating's strategy would seem to be correct, especially as he ended up winning. His strategic priority, right from the start, was to clear the beach and allow his 3rd division to land unmolested. When Keating achieved this he had essentially won the game.

Power's overall assessment of the situation was also correct, as he intended to tie Keating up on the beach. His choice of methods to do this was questionable. Power expected to be able to overrun the paras at Takali in two days. However, the paras were elite troops and would be at their strongest when they landed. This and the Luftwaffe were enough to hold Power up. His

Continued on p. 48

MANNERHEIM LINE

The Russo-Finnish War

A Scenario for the *Battlefront Game System*

by Pat Murphy

In July of 1939 the diplomats von Ribbentrop for Germany and Molotov for Russia signed for their governments an historic agreement. Within a few months, Germany had occupied two-thirds of Poland while Russia had appropriated Latvia, Lithuania, Estonia, the eastern strip of Rumania and the rest of Poland.

The co-operation was temporary. The ideologically opposite philosophies (if in practice not so different at all) of Nazism and Communism were destined to clash in a bloody show-down. It was only a matter of when.

In order to protect her northern frontiers against a possible German threat through Finland, Russia presented the Finnish government with a list of territorial, and other, demands. Principal among these were the acquisition of a territorial buffer north of Leningrad and the establishment of a Russian naval base at Hango, the entrance to the Gulf of Finland.

Finland had achieved independence as a consequence of the Russian Revolution some twenty years earlier. Their government was fiercely anti-Communist or, more accurately, fiercely anti-Russian. Nonetheless, the Finns tried hard to avoid war, keeping the negotiations alive for,many weeks. The population of Finland was little more than three million compared to a massive total of 145 million Soviets.

The Finns refused to concede to just two of Russia's demands. This was unacceptable and in December of 1939, Russia declared war.

The initial Russian attacks went well for them and the Finns fell back approximately 30 km to the Mannerheim Line. These set-backs were caused by poor communications and *tank shock*. Once at the Mannerheim Line, the troops were rallied, re-organized and promptly counter-attacked the advancing Soviets. In reality the Mannerheim Line was not a continuous fortification, but a series of bunkers stretching across the Karelian Isthmus. The tank ditches and the few minefields were located too far forward to support the bunker systems, which for the most part were not connected by trenches.

The Finnish Army fought valiantly though most of their artillery was of pre-1918 vintage and they suffered from a lack of anti-tank guns, anti-aircraft artillery, tanks, radios and adequate ammunition stocks. Supplies from the USA, Great Britain, France and, most importantly, Sweden helped somewhat in the area of small arms and ammunition. The Finns' best weapon was the resourceful Finnish soldier who lived and trained in the area in which he fought. The Finnish troops were out-fitted in winter clothing (much of it camouflage white) and trained to move through the snow on skis and snow shoes. Field Marshall Mannerheim said "The Mannerheim Line is the Finnish soldier standing in the snow."

The Russian soldier, on the other hand, though well-armed, was poorly led and inadequately clothed while most of the assault divisions were not drawn from the local area. In fact, many units had been drawn in from the plains of Byelourussia and were not used to the extreme cold and dark, forbidding forests.

After a month of hard fighting the Russians were halted, exhausted, south of the Mannerheim Line. The Finns had won the first round. All along

Equipment

0	
1	Rifle
2	122mm How
3	Vickers
4	Ren D2
5	Ski
6	Sub MG
7	Cycle
8	77mm Gun
9	Jaeger
10	Lorry
11	76mm AA
12	45mm AT
13	152mm How
14	76mm Gun
15	T-26
16	T-28M
17	BT
18	Assault
19	Mxd HW

the frontier, Russian troops had been stopped, driven back and in some cases, encircled and destroyed. The Finns captured a lot of modern equipment and used the lull in operations to assimilate it into their army. What could not be replaced, however, was the loss of skilled officers and NCOs. As always in war, the price of victory was blood.

By February 1940, the Russians were poised to assault the Isthmus again. The Finns had strengthened the Mannerheim Line as best they could and stood ready to defend it. The Soviet command had been replaced *en masse* and fresh divisions, equipped with plenty of tanks, brought forward. For several miles out to sea the Gulf of Finland had frozen over and the Soviets prepared to use this to advantage by out-flanking the Mannerheim Line.

This time the weight of Soviet materiel superiority forced the issue. By late March, heavy losses compelled the Finns to sue for peace. The Soviets took all the territories originally requested and then some more. Surprisingly, considering the losses sustained by the Russian Army, the Finnish government remained intact.

Both Britain and France considered military intervention but events progressed too rapidly for their intentions to get past the drawing board. And judging by the troubles they were shortly to experience in Norway and France, the Finns may well have been better off without their help!

Eighteen months later, hot on the heels of the German invasion of Russia, Finland joined the Axis and promptly reclaimed her lost territory.

THE SCENARIO

This scenario examines the most bitterly contested action of the war. The map covers the western end of the Mannerheim Line, from the Gulf of Finland to the town of Summa.

The accompanying reference map shows the location of the battlefield. The initial attack of the Soviet Seventh Army and the subsequent counter-attack by the Finnish II Corps are recreated. The basic scenario is 8 days long while a second scenario runs for 20 days.

If you are a disk subscriber and this is the first time you have used a ***Battlefront Game System*** scenario disk, please note that it must be loaded as a scenario disk, *not* a save-game disk.

CREATING THE SCENARIO

If this is the first time you have tried to transfer a magazine scenario onto a save-game disk, we recommend you follow these directions. The letters in parentheses after each heading refer to the corresponding section in any of the ***Battlefront Game System*** manuals.

Note that if you are building up the scenario from an IBM/Tandy version of the game, there are a couple of additional data entries to be made. These are listed at the end of this section.

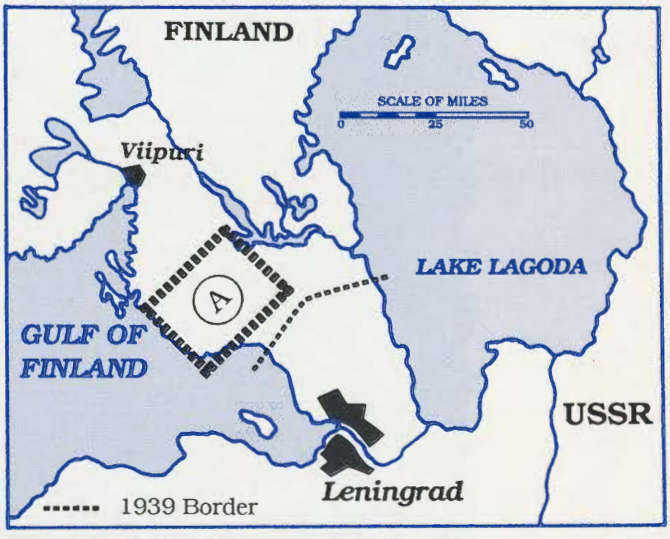
Preparing the disk [3]. Boot up the Master Disk and select <CREATE> from Menu H. Select <SCENARIO> from Menu B. <LOAD> any historical scenario. You have been processed through to Menu J. Select the <DISK> line from that menu.

If you have one disk drive, remove the Master Disk and replace it with a blank disk. If you have two disk drives, remove the Scenario Disk from the second drive and replace it with a blank disk.

Select <FORMAT> from the on-screen menu. Once this is done, select <SAVE> from the menu and store the scenario in any unused save-game location. Select <CLEAR> from Menu J and erase both map and data. Save again in the same location. This procedure prepares the template on which we will build the Mannerheim Line scenario.

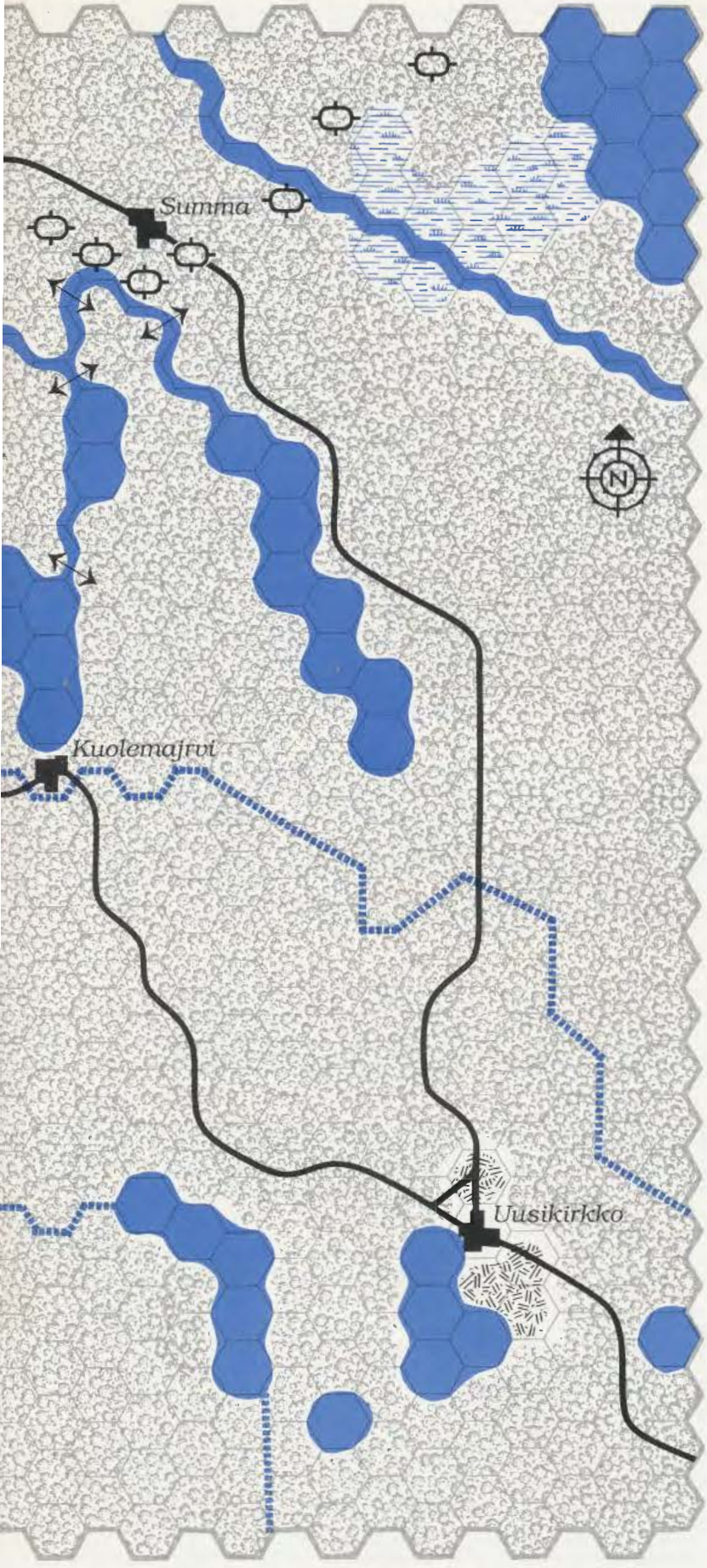
The **WarPlan**™ menus are displayed on the back of the game menus card. Refer to this when necessary.

Continued on p. 34



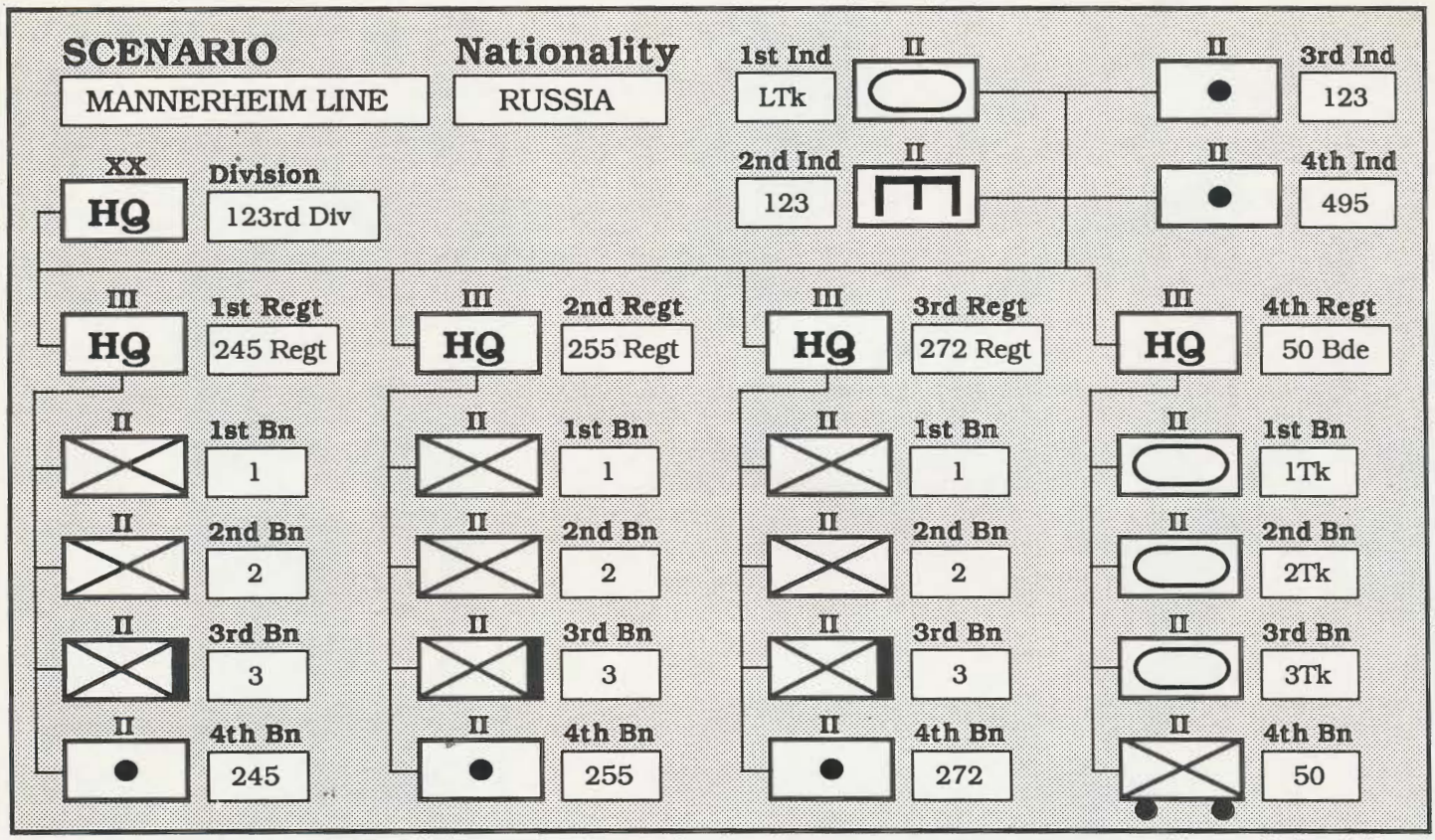
The Russo-Finnish War
Area A describes the scenario battlefield

MANNERHEIM LINE



Terrain Key

- OCEAN
- CLEAR
- ROUGH
- FOREST
- SWAMP
- RALLY POINT (R)
- BOTTLENECK (B)
- RIVER
- BRIDGE
- FORD
- EXIT POINT
- FORT
- TOWN
- FRONT LINE

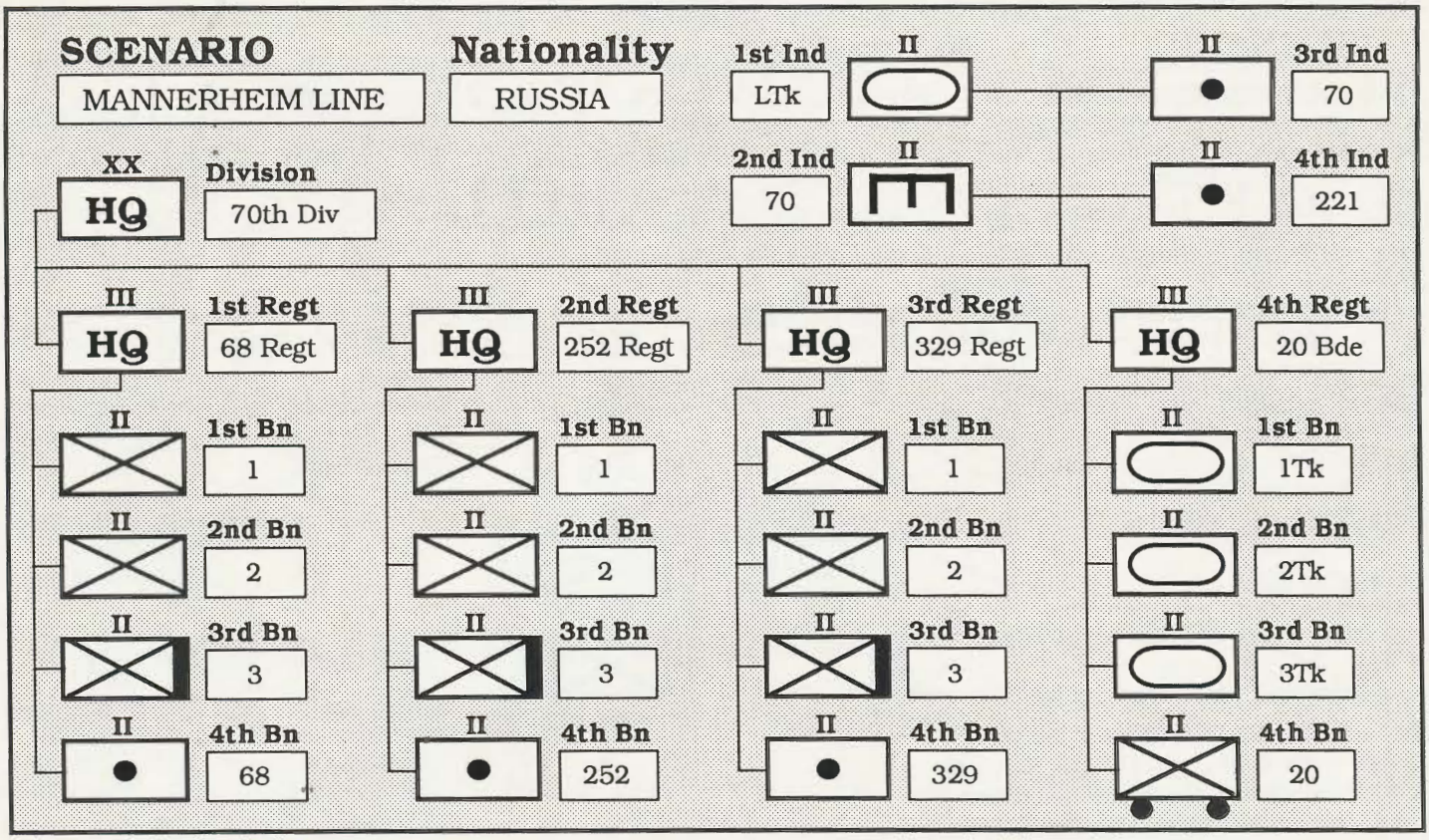


HEADQUARTERS DATA

FORMATION	HQ	XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
HQ I.D.	[8]	123rd Div	245 Regt	255 Regt	272 Regt	50 Bde
UNIT TYPE	[8]	Infantry	Infantry	Infantry	Infantry	Armour
HQ ADMIN	0-7	3	2	2	2	3
LEADERSHIP	0-7	2	1	4	3	3
HQ SUPPLY	0-7	3	5	5	5	6
BRITTLE	0-1	0	0	0	0	0
MOVEMENT	0-31	4	N/A	N/A	N/A	N/A
ARRIVAL	0-99	0	N/A	N/A	N/A	N/A
LOCATION	(x,y)	34,22	N/A	N/A	N/A	N/A

BATTALION DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1	2	3	245	1	2	3	255	1	2	3	272	1Tk	2Tk	3Tk	50	LTk	123	123	495
LOCATION	(x,y)	34,20	34,21	33,20	33,21	30,20	31,20	32,21	32,20	35,22	36,23	37,23	37,24	34,17	33,17	33,18	33,19	35,21	34,23	35,23	35,24
CLASS	0-13	0	0	4	13	0	0	4	13	0	0	4	13	11	11	11	1	11	7	13	13
MODE	0-3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
EQUIPM'T	0-31	1	1	19	14	1	1	19	14	1	1	19	14	17	16	16	10	15	18	2	13
MOVEMENT	0-31	8	8	8	5	8	8	8	5	8	8	8	5	16	16	16	12	19	8	4	4
ARRIVAL	0-99	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
MAX STREN.	0-15	15	15	15	4	15	15	15	4	15	15	15	4	9	9	9	12	6	12	8	4
INIT. STREN.	0-15	15	15	15	4	15	15	15	4	15	15	15	4	9	9	9	12	6	12	8	4
RATING	0-15	9	9	12	6	9	9	12	6	9	9	12	6	8	7	7	10	5	10	9	11
RANGE	0-15	0	0	2	8	0	0	2	8	0	0	2	8	1	1	1	0	1	0	14	15
FATIGUE	0-7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	2	4	2	2

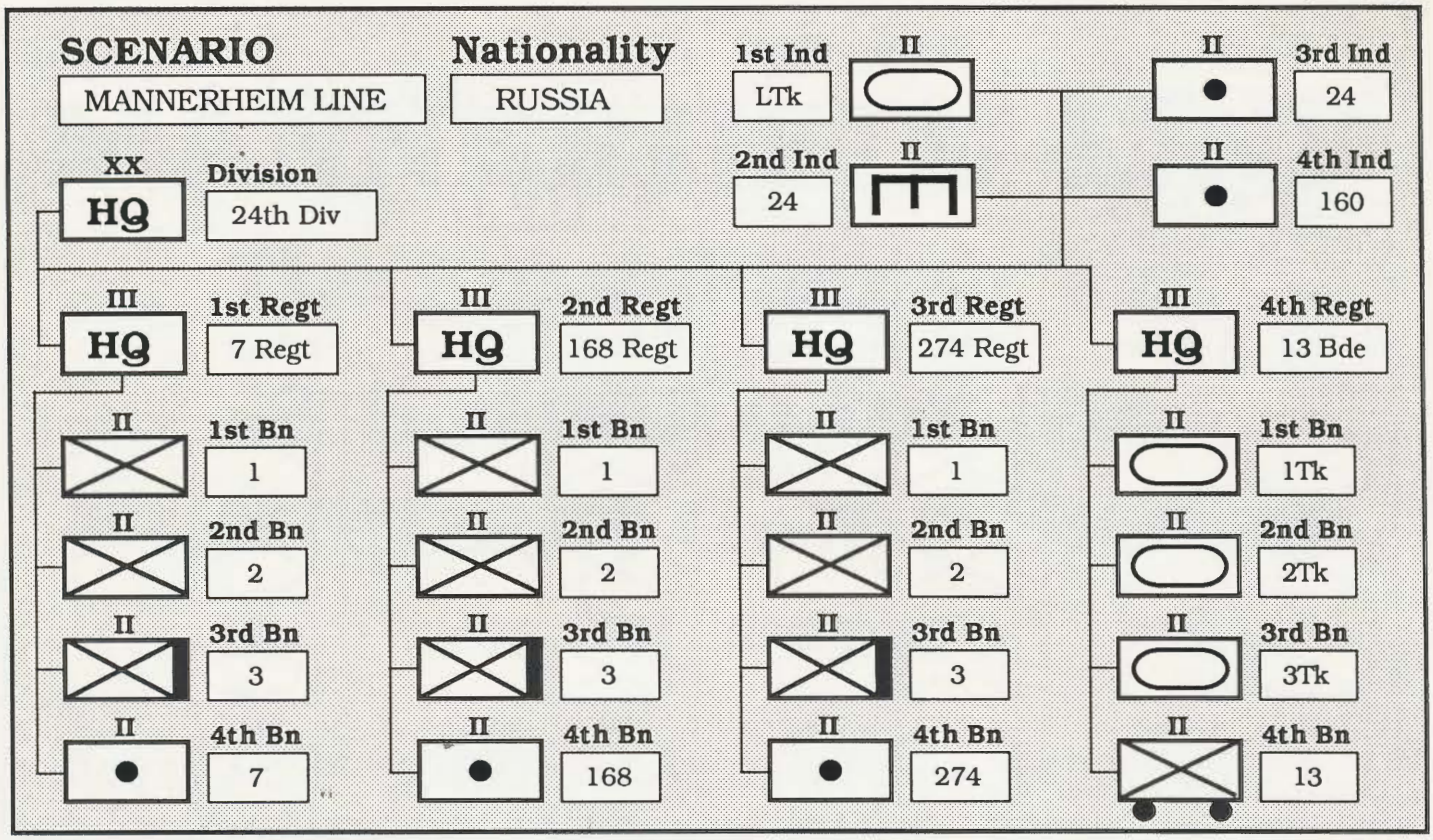


HEADQUARTERS DATA

FORMATION	HQ	XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
HQ I.D.	[8]	70th Div	68 Regt	252 Regt	329 Regt	20 Bde
UNIT TYPE	[8]	Infantry	Infantry	Infantry	Infantry	Armour
HQ ADMIN	0-7	3	2	2	2	3
LEADERSHIP	0-7	4	4	3	1	2
HQ SUPPLY	0-7	3	3	5	5	4
BRITTLE	0-1	0	0	0	0	0
MOVEMENT	0-31	4	N/A	N/A	N/A	N/A
ARRIVAL	0-99	0	N/A	N/A	N/A	N/A
LOCATION	(x,y)	23,18	N/A	N/A	N/A	N/A

BATTALION DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1	2	3	68	1	2	3	252	1	2	3	329	1Tk	2Tk	3Tk	20	LTk	70	70	221
LOCATION	(x,y)	20,17	21,17	22,17	23,17	20,18	22,18	21,18	22,19	25,19	25,20	23,20	24,20	21,16	20,16	19,16	19,17	21,15	24,19	26,19	24,18
CLASS	0-13	0	0	4	13	0	0	4	13	0	0	4	13	11	11	11	1	11	7	13	13
MODE	0-3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
EQUIPM'T	0-31	1	1	19	14	1	1	19	14	1	1	19	14	17	16	16	10	15	18	2	13
MOVEMENT	0-31	8	8	8	5	8	8	8	5	8	8	8	5	16	16	16	12	19	8	4	4
ARRIVAL	0-99	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
MAX STREN.	0-15	15	15	15	4	15	15	15	4	15	15	15	4	9	9	9	12	6	12	8	4
INIT. STREN.	0-15	15	15	15	4	15	15	15	4	15	15	15	4	9	9	9	12	6	12	8	4
RATING	0-15	9	9	12	6	9	9	12	6	9	9	12	6	8	7	7	10	5	10	9	11
RANGE	0-15	0	0	2	8	0	0	2	8	0	0	2	8	1	1	1	0	1	0	14	15
FATIGUE	0-7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	4	2	1	2

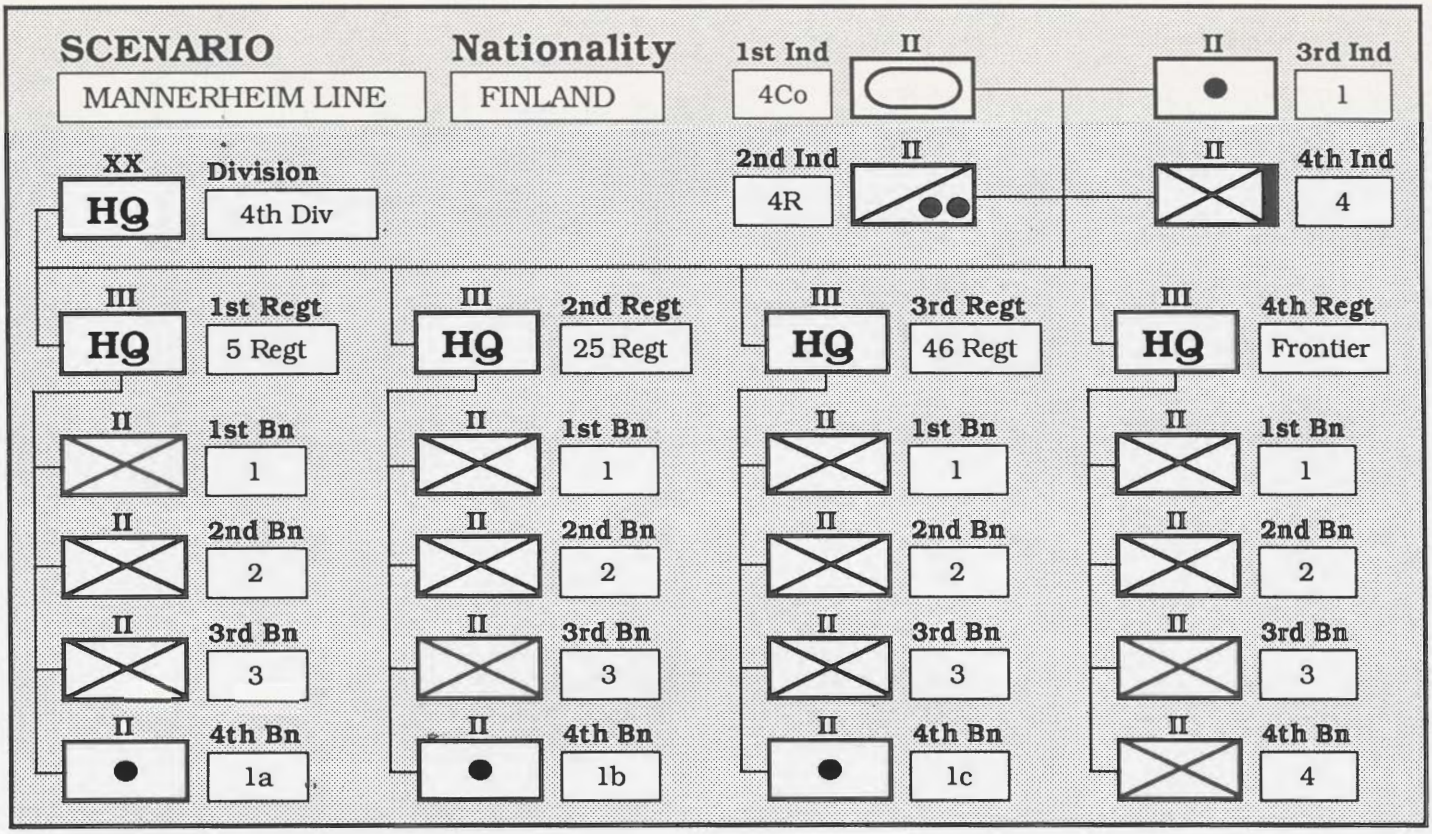


HEADQUARTERS DATA

FORMATION	HQ	XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
HQ I.D.	[8]	24th Div	7 Regt	168 Regt	274 Regt	13 Bde
UNIT TYPE	[8]	Infantry	Infantry	Infantry	Infantry	Armour
HQ ADMIN	0-7	4	3	2	2	4
LEADERSHIP	0-7	3	5	5	3	4
HQ SUPPLY	0-7	4	6	6	6	5
BRITTLE	0-1	0	0	0	0	0
MOVEMENT	0-31	4	N/A	N/A	N/A	N/A
ARRIVAL	0-99	0	N/A	N/A	N/A	N/A
LOCATION	(x,y)	27,17	N/A	N/A	N/A	N/A

BATTALION DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1	2	3	7	1	2	3	168	1	2	3	274	1Tk	2Tk	3Tk	13	LTk	24	24	160
LOCATION	(x,y)	28,15	30,16	29,16	28,16	25,16	26,16	26,18	26,17	28,18	28,17	27,18	29,17	24,15	26,15	25,15	27,15	27,16	27,19	28,19	28,20
CLASS	0-13	0	0	4	13	0	0	4	13	0	0	4	13	11	11	11	1	11	7	13	13
MODE	0-3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
EQUIPM'T	0-31	1	1	19	14	1	1	19	14	1	1	19	14	17	16	16	10	15	18	2	13
MOVEMENT	0-31	8	8	8	5	8	8	8	5	8	8	8	5	16	16	16	12	19	8	4	4
ARRIVAL	0-99	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
MAX STREN.	0-15	15	15	15	4	15	15	15	4	15	15	15	4	9	9	9	12	6	12	8	4
INIT. STREN.	0-15	15	15	15	4	15	15	15	4	15	15	15	4	9	9	9	12	6	12	8	4
RATING	0-15	9	8	12	6	9	9	12	6	9	9	12	6	8	7	7	10	5	10	9	11
RANGE	0-15	0	0	2	8	0	0	2	8	0	0	2	8	1	1	1	0	1	0	14	15
FATIGUE	0-7	7	7	7	7	7	7	7	7	7	7	7	5	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	4	4	4	4	3	3	3	3	3	3	3	3	4	4	4	4	3	3	3	4
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	4	1	1	4

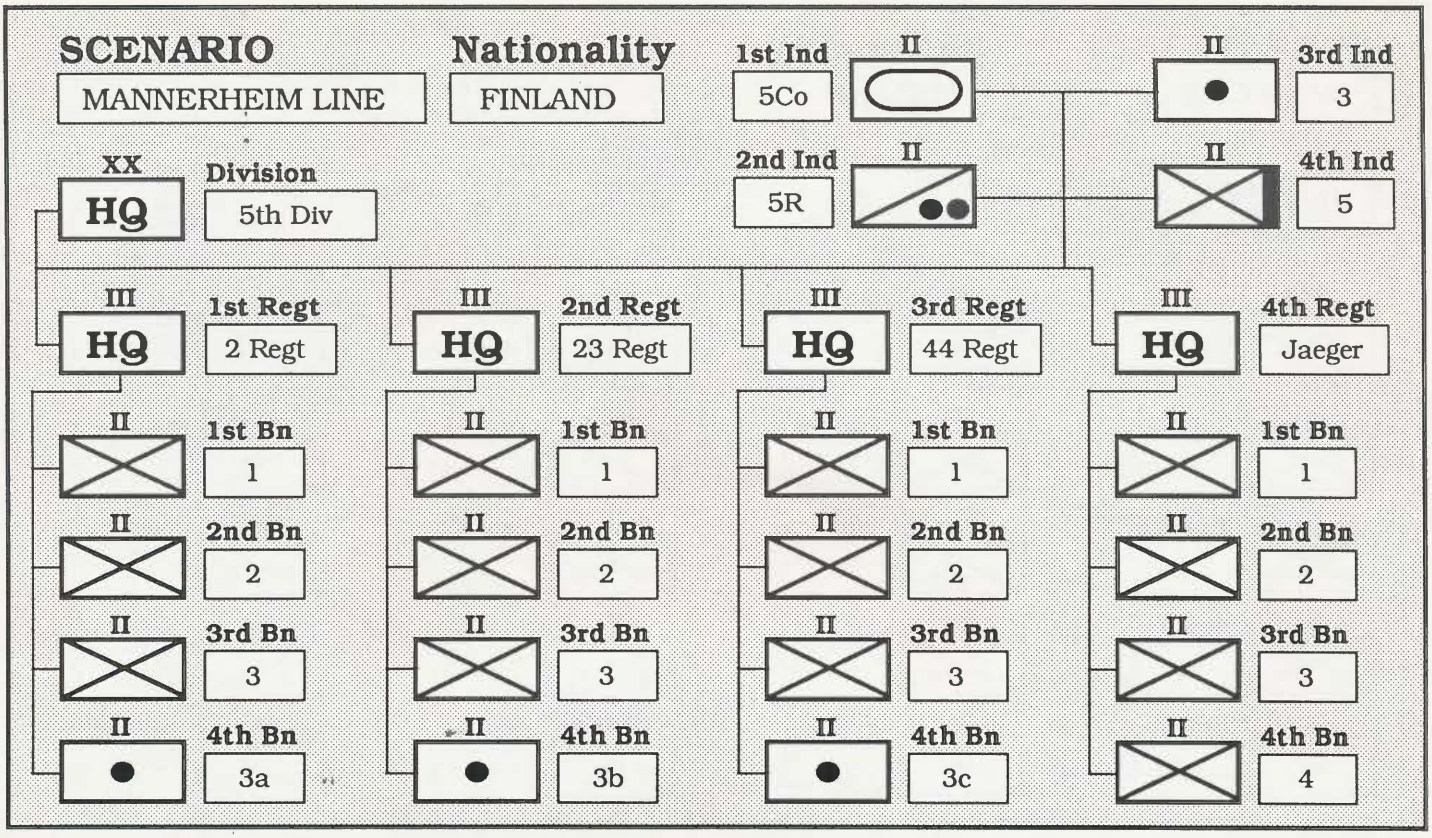


HEADQUARTERS DATA

FORMATION	HQ	XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
HQ I.D.	[8]	4th Div	5 Regt	25 Regt	46 Regt	Frontier
UNIT TYPE	[8]	Infantry	Infantry	Infantry	Infantry	Infantry
HQ ADMIN	0-7	6	6	6	6	7
LEADERSHIP	0-7	6	7	5	5	6
HQ SUPPLY	0-7	5	5	6	6	5
BRITTLE	0-1	0	0	0	0	0
MOVEMENT	0-31	6	N/A	N/A	N/A	N/A
ARRIVAL	0-99	0	N/A	N/A	N/A	N/A
LOCATION	(x,y)	27,3	N/A	N/A	N/A	N/A

BATTALION DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1	2	3	1a	1	2	3	1b	1	2	3	1c	1	2	3	4	4Co	4R	1	4
LOCATION	(x,y)	31,8	32,8	34,8	31,6	28,3	27,4	26,4	26,3	21,4	22,3	21,2	22,2	24,8	26,9	18,11	21,9	24,1	31,9	23,6	20,2
CLASS	0-13	0	0	0	13	0	0	0	13	0	0	0	13	0	0	0	0	11	6	13	4
MODE	0-3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
EQUIPM'T	0-31	1	1	1	8	1	1	1	8	1	1	1	8	1	1	1	1	3	7	2	6
MOVEMENT	0-31	8	8	8	5	8	8	8	5	8	8	8	5	10	10	10	10	15	18	5	8
ARRIVAL	0-99	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
MAX STREN.	0-15	12	12	12	3	12	12	12	3	12	12	12	3	9	9	9	9	4	9	6	9
INIT. STREN.	0-15	10	11	9	2	10	11	11	2	12	12	10	2	9	9	9	9	4	9	5	9
RATING	0-15	7	7	7	6	7	7	7	6	7	7	7	6	8	8	8	8	4	6	9	13
RANGE	0-15	0	0	1	8	0	0	1	8	0	0	1	8	0	0	0	1	1	0	11	1
FATIGUE	0-7	5	5	5	6	5	6	6	7	6	6	6	7	6	6	6	6	7	6	7	7
EXPERIENCE	0-7	6	6	6	5	6	6	6	5	5	5	5	5	6	6	6	6	4	5	5	7
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	3	1	4	3

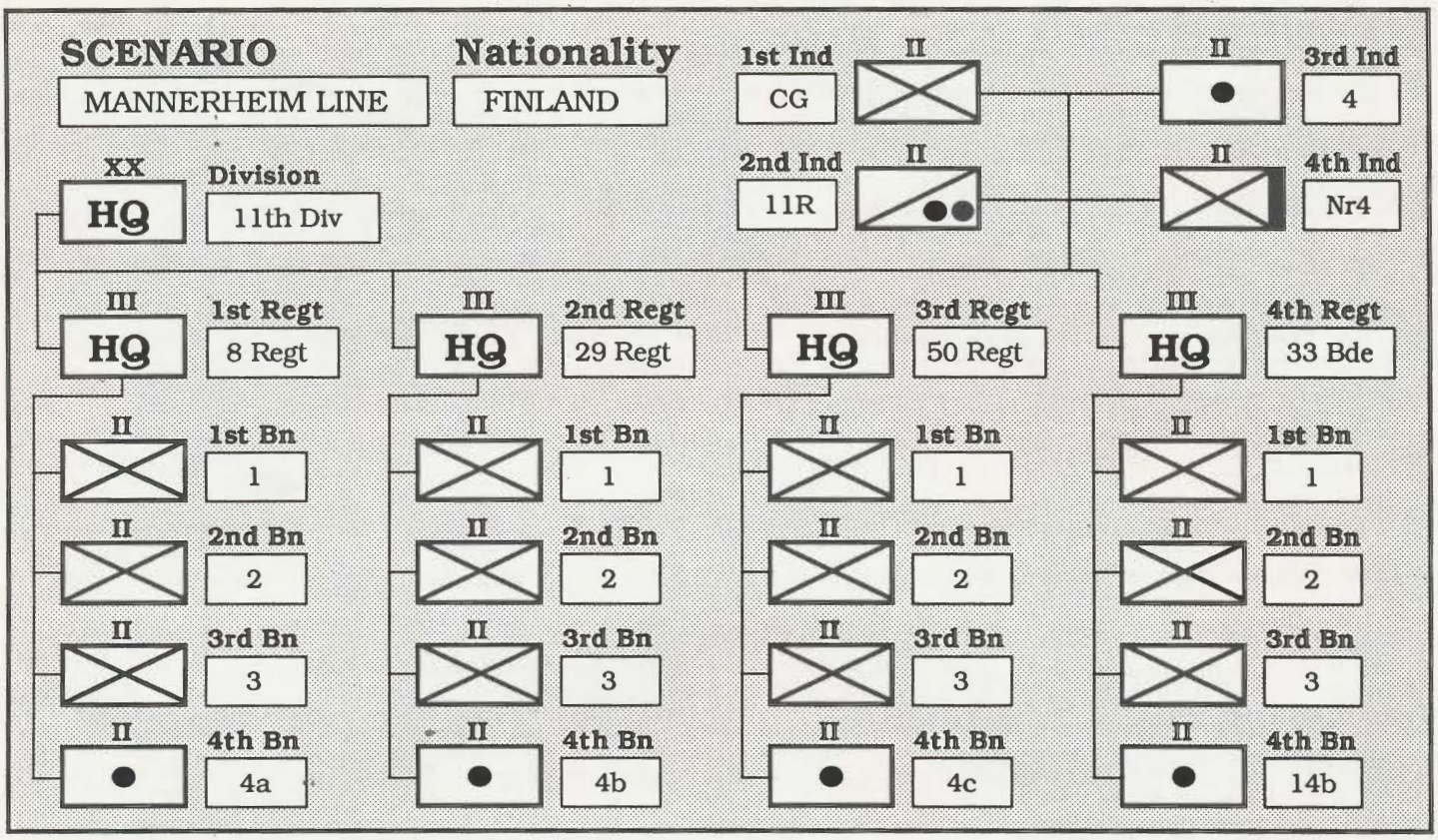


HEADQUARTERS DATA

FORMATION	HQ	XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
HQ I.D.	[8]	5th Div	2 Regt	23 Regt	44 Regt	Jaeger
UNIT TYPE	[8]	Infantry	Infantry	Infantry	Infantry	Infantry
HQ ADMIN	0-7	6	6	6	6	6
LEADERSHIP	0-7	5	5	6	6	7
HQ SUPPLY	0-7	5	6	6	6	6
BRITTLE	0-1	0	0	0	0	0
MOVEMENT	0-31	6	N/A	N/A	N/A	N/A
ARRIVAL	0-99	0	N/A	N/A	N/A	N/A
LOCATION	(x,y)	8,7	N/A	N/A	N/A	N/A

BATTALION DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1	2	3	3a	1	2	3	3b	1	2	3	3c	1	2	3	4	5Co	5R	3	5
LOCATION	(x,y)	15,10	14,11	14,13	12,11	10,11	9,10	8,10	10,10	14,16	14,17	14,18	12,16	2,0	2,0	2,0	2,0	4,6	17,18	4,7	10,14
CLASS	0-13	0	0	0	13	0	0	0	13	0	0	0	13	0	0	0	0	11	6	13	4
MODE	0-3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
EQUIPM'T	0-31	1	1	1	8	1	1	1	8	1	1	1	8	1	1	1	1	3	7	2	6
MOVEMENT	0-31	8	8	8	5	8	8	8	5	8	8	8	5	12	12	12	12	15	18	5	8
ARRIVAL	0-99	0	0	0	0	0	0	0	0	0	0	0	0	4	7	9	11	0	0	0	0
MAX STREN.	0-15	12	12	12	3	12	12	12	3	12	12	12	3	9	9	9	9	4	9	6	9
INIT. STREN.	0-15	10	11	10	3	9	9	11	2	12	10	10	2	7	7	7	7	4	9	4	9
RATING	0-15	7	7	7	6	7	7	7	6	7	7	7	6	8	8	8	8	4	6	9	13
RANGE	0-15	0	0	1	8	0	0	1	8	0	0	1	8	0	0	0	0	1	0	11	1
FATIGUE	0-7	4	4	4	5	5	5	5	6	4	4	4	5	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	6	6	6	5	6	6	6	5	5	5	5	5	6	6	6	6	4	5	5	6
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	2	1	2	3



HEADQUARTERS DATA

FORMATION	HQ	XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
HQ I.D.	[8]	11th Div	8 Regt	29 Regt	50 Regt	33 Bde
UNIT TYPE	[8]	Infantry	Infantry	Infantry	Infantry	Infantry
HQ ADMIN	0-7	6	5	5	5	4
LEADERSHIP	0-7	5	5	3	6	4
HQ SUPPLY	0-7	5	5	4	6	6
BRITTLE	0-1	0	0	0	0	0
MOVEMENT	0-31	6	N/A	N/A	N/A	N/A
ARRIVAL	0-99	0	N/A	N/A	N/A	N/A
LOCATION	(x,y)	7,16	N/A	N/A	N/A	N/A

BATTALION DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1	2	3	4a	1	2	3	4b	1	2	3	4c	1	2	3	14b	CG	11R	4	Nr4
LOCATION	(x,y)	13,19	14,20	14,21	13,20	14,22	14,23	14,24	11,21	16,19	17,19	17,21	15,21	2,0	2,0	2,0	2,0	1,16	8,16	2,16	9,18
CLASS	0-13	0	0	0	13	0	0	0	13	0	0	0	13	0	0	0	13	0	6	13	4
MODE	0-3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
EQUIPM'T	0-31	1	1	1	8	1	1	1	8	1	1	1	8	1	1	1	8	1	7	2	6
MOVEMENT	0-31	8	8	8	5	8	8	8	5	8	8	8	5	8	8	8	5	6	18	5	8
ARRIVAL	0-99	0	0	0	0	0	0	0	0	0	0	0	0	15	16	17	18	0	0	0	0
MAX STREN.	0-15	12	12	12	3	12	12	12	3	12	12	12	3	12	12	12	3	9	9	6	9
INIT. STREN.	0-15	11	11	10	2	11	11	10	2	9	10	10	2	12	12	12	3	6	9	4	8
RATING	0-15	7	7	7	6	7	7	7	6	7	7	7	6	7	7	7	6	6	6	9	13
RANGE	0-15	0	0	1	8	0	0	1	8	0	0	1	8	0	0	1	8	0	0	11	1
FATIGUE	0-7	4	4	4	5	4	4	4	5	4	4	4	5	5	5	5	6	6	6	6	5
EXPERIENCE	0-7	6	6	6	5	5	5	5	5	5	5	5	5	4	4	4	5	2	5	5	5
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	1	3	3	2

MANNERHEIM LINE - Briefing

AXIS	ALLIED
SIDE [16]: RUSSIA	SIDE [16]: FINLAND
CORPS [16]: 7th Army	CORPS [16]: II Corps
COMMANDER [16]: Gen. Yakovlev	COMMANDER [16]: Lt-Gen. Ohquist

DAY	NIGHT	SUPPORT	DAY	NIGHT
40	0	QUANTITY (0-99)	10	3
2	0	RELIABILITY (0-3)	2	2
8	0	RATING (0-15)	5	3

AIR SUPERIORITY (0-7)

STATUS = 3
RELIABILITY = 4

WEAK AXIS LIKELY

SCENARIO [16]
Mannerheim Line

BRIEFING [26]
The Russo-Finnish War
12th - 19th (31st) December, 1939

(0-3)	START =	0	am
(1-31)	DATE =	12	5th DEC 1939
(1-12)	MONTH =	12	
(0-99)	YEAR =	39	
(0-20)	CENTURY =	19	
(1-16)	LENGTH =	8(20)	
(0-3)	WEATHER =	1	HEAVY OVERCAST
(0-7)	FORECAST =	2	BUILDING
(0-7)	CLIMATE =	5	ARCTIC
(0-31)	MECH MIN =	12	

BRITTLENESS		NIGHT CAPABLE	
(0-9) AXIS =	00 %	(0-1) AXIS =	0
(0-9) ALLIED =	00 %	(0-1) ALLIED =	1

MANNERHEIM LINE - Terrain Effects Chart

TERRAIN CODE (T0-T15)	TERRAIN NAME [10]	TERRAIN COSTS PER HEX		ATTACK EFFECTS		
		MECH (0-31)	NON-MECH (0-31)	ARM (0-7)	ART (0-7)	INF (0-7)
T0	Ocean	0	0	0	0	0
T1	Clear	2	2	7	7	7
T2	Rough	8	3	4	6	5
T3	Forest	9	6	3	4	5
T4	Swamp	12	6	1	2	4
T5	Bottleneck	12	6	3	4	5
T6	Exit Point	2	2	3	4	5
T7	Rally Point	9	6	3	4	5
T8	-	-	-	-	-	-
T9	-	-	-	-	-	-
T10	-	-	-	-	-	-
T11	-	-	-	-	-	-
T12	-	-	-	-	-	-
T13	-	-	-	-	-	-
T14	-	-	-	-	-	-
T15	-	-	-	-	-	-
-	ROAD	2	2	N.A.	N.A.	N.A.
-	FORT	N.A.	N.A.	3	2	4
-	CITY	N.A.	N.A.	2	3	3
-	BRIDGE	2	1	2	6	3
-	RIVER	N.A.	5	2	6	2

MANNERHEIM LINE - Objectives and Misc. Factors

I.D.	Name [11]	Map Loc [x,y]	Div. (0-3)	Start (1-99)	End (1-99)	Pts/Turn (0-30)	Pts/End (0-255)
1(AX)	Exit Pt #1	2,0	3	1(1)	31(79)	20(10)	100(50)
2(AX)	Exit pt #2	16,0	2	1(1)	31(79)	20(10)	100(50)
3(AX)	Rally Pt	11,10	2	1(1)	31(79)	20(10)	50(25)
4(AX)	Bottleneck	8,17	3	1(1)	31(79)	20(15)	50(50)
5(AX)	Johannes	2,3	2	1(1)	31(79)	20(10)	100(25)
6(AX)	Koivisto	1,16	3	1(1)	31(79)	20(20)	50(50)
7(AX)	Kuolemajrvi	25,13	1	1(1)	31(79)	5(10)	100(50)
8(AX)	Summa	27,3	1	1(1)	31(79)	20(25)	50(25)
9(AX)	Uusikirkko	34,22	0	1(60)	31(79)	0(5)	5(25)
10(AX)	-	-	-	-	-	-	-
11(AX)	-	-	-	-	-	-	-
12(AX)	-	-	-	-	-	-	-
1(AL)	Exit Pt #1	2,0	2	1(70)	31(79)	0(1)	5(5)
2(AL)	Exit Pt #2	16,0	1	1(70)	31(79)	0(1)	5(5)
3(AL)	Rally Pt	11,10	2	21(11)	31(79)	5(3)	25(10)
4(AL)	Bottleneck	8,17	3	21(11)	31(79)	5(3)	25(10)
5(AL)	Johannes	2,3	2	1(60)	31(79)	0(2)	5(10)
6(AL)	Koivisto	1,16	3	1(60)	31(79)	0(2)	5(10)
7(AL)	Kuolemajrvi	25,13	2	1(1)	31(79)	20(3)	100(25)
8(AL)	Summa	27,3	1	1(50)	31(79)	0(2)	5(25)
9(AL)	Uusikirkko	34,22	1	1(75)	31(79)	20(25)	100(100)
10(AL)	-	-	-	-	-	-	-
11(AL)	-	-	-	-	-	-	-
12(AL)	-	-	-	-	-	-	-

ADJACENT ENEMY HEX PENALTY (AXIS/ALLIED) (0-15)

1st Hex =	3 / 0	4th Hex =	10 / 3
2nd Hex =	5 / 0	5th Hex =	10 / 3
3rd Hex =	10 / 2	6th Hex =	10 / 3

VICTORY POINTS PER STRENGTH POINT ELIM. (0-15)

	MECH	NON MECH
AXIS	1	1
ALLIED	3	2

MAP SIZE

ACROSS (0-2)	2
DOWN (0-3)	3

Continued from p. 23

If possible, we recommend you prepare this scenario with any of the **Halls of Montezuma**, **Rommel** or ***MacArthur's War*** *master disks*. If you are using the earlier ***Battlefront*** or ***Battles in Normandy*** master disks then a few variables will have to be omitted. These are noted in the text.

Corps Details [5.31]. Enter the data from the Briefing table.

Scenario Details [5.32]. Enter the data from the Briefing table. Ignore the Century, Climate, Brittleness and Night Capable variables when using the BF/BIN master disks.

Map Size [5.11]. Enter the data on the Map Size table.

Define Terrain [5.12]. Enter the data from the Terrain Effects Chart. If you are using a HOM/ROM/MW master disk, you can use **WarPaint™** to create the customised terrain icons of your choice.

Define Miscellaneous Factors [5.13]. Enter the relevant factors from the Miscellaneous Factors table and the appropriate part of the Terrain effects Chart.

Create Map [5.14]. Use the accompanying map to build up the screen map. Do not forget to assign control to each hex as indicated by the Front Line marking on the map.

Save the game again. How often you save really depends on how lucky you feel. After several major disasters, I choose to save after each section is completed.

Equipment Roster [5.22]. Enter the data from the Equipment table.

Troop Creation [5.21]. Both the Russians and the Finns have three divisions. Enter the data from the OB charts into the appropriate locations.

Objectives [5.23]. Enter the data from the Objectives table.

Minor Combat Effects (IBM) [5.33]. The Fort Enhancement value is 2. The City Enhancement value is 0. The General Enhancement value is 5. IBM users can experiment with play balance by increasing the enhancement values to toughen a side or decreasing them to weaken a side.

Finally, save again and the scenario is ready to play.

A NOTE ON THE GAME SYSTEM

In contrast to most board games, movement allowances are expended after a unit has moved into a hex; i.e. provided at least 1 MP remains, a battalion will always move one hex. Only the ***Battlefront Game System*** handles movement this way. Our other games all require a unit to have the full cost of moving into a hex available before they can move into it.

PLAYER'S NOTES

In the short scenario, the Soviet player must concentrate his attention on the destruction of the Finnish Army. All but one of the important victory hexes are probably out of reach in the 8 day time frame. You must capture the town of Kuolemajrvi immediately (you don't have to pronounce it!) and make sure you hang onto it for the whole game.

If the Finns recapture it, you will probably lose. You have plenty of artillery, armour and off-board support. Concentrate it, preferably against isolated Finnish battalions, whenever you can.

Don't let your regiments become exhausted in the front line. You have plenty of men so constantly rotate them. Once you get the hang of doing this efficiently, you'll find yourself playing much better. Fresh troops have always been the key to winning battles.

In the longer scenario, the Soviet player can set himself the task of capturing either Summa or Johannes/Koivisto. Summa is the easier target but worth fewer victory points.

Remember that you have twenty days to work with. Deal with the Finnish Army first. You will waste and exhaust your troops if drive too hard, too soon for your objectives.

The Finnish player faces a classic dilemma. Your men are better led, more experienced, more mobile and able to fight at night. Unfortunately, you are poorly equipped with fewer, older artillery pieces, no anti-tank or anti-aircraft weapons and precious little off-board support.

In the short scenario, you tasks are to recapture Kuolemajrvi, preserve your army and kill as many Russians as you can. With your superior mobility, you can rotate your men into and out of combat thus making sure that there are always some fresh troops.

In the longer scenario, you must decide whether to fall back to the Mannerheim Line and fight the Russians from there or hold your ground and grind the Soviet offensive into the dirt. If you can inflict enough casualties, there may even be a chance to capture Uusikirkko before the end of the game. Keep a watchful eye on your own casualty level. If you are losing too many men in an area, pull back.

VARIANTS

The short scenario can be converted to the long scenario by making the bracketed changes in the briefing and objective tables.

In addition, the following changes can be made to either the short or long scenario.

(1). Allied Lend Lease. Assume the Allies had had time to ship large quantities of equipment and munitions to the Finns. Increase the rating of all Finnish artillery units by 2 and increase their range by 1. Increase the rating of all Finnish infantry units by 1.

(2). No Soviet Purge. The main reason for the poor leadership of Soviet units was the crippling effect of Stalin's purge against the army's senior officers in 1936-38. Assume the purge had been less extensive. Increase the leadership rating of all Soviet regiments and divisions by 1. Increase the admin rating of Soviet divisions by 2. Increase the admin rating of Soviet regiments by 1.

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Special thanks to Shelby Stanton and Jeffrey Cornelius ◆

OPERATION PEDESTAL

9th - 15th August, 1942

A Scenario for *Carriers at War*

by Charles Gunst and Ian Trout

From May until September, 1565, the little island of Malta was besieged by an army of Turkish fanatics, more than forty thousand of them. A handful of defenders, under the inspiring leadership of Jean Parisot de la Valette, the Grand Master of the Knights of Malta, held the enemy at bay until the arrival of a tardy relief force drove the defeated and disease-ravaged invaders back whence they came.

It was a heroic achievement... and one which would be repeated nearly four hundred years later.

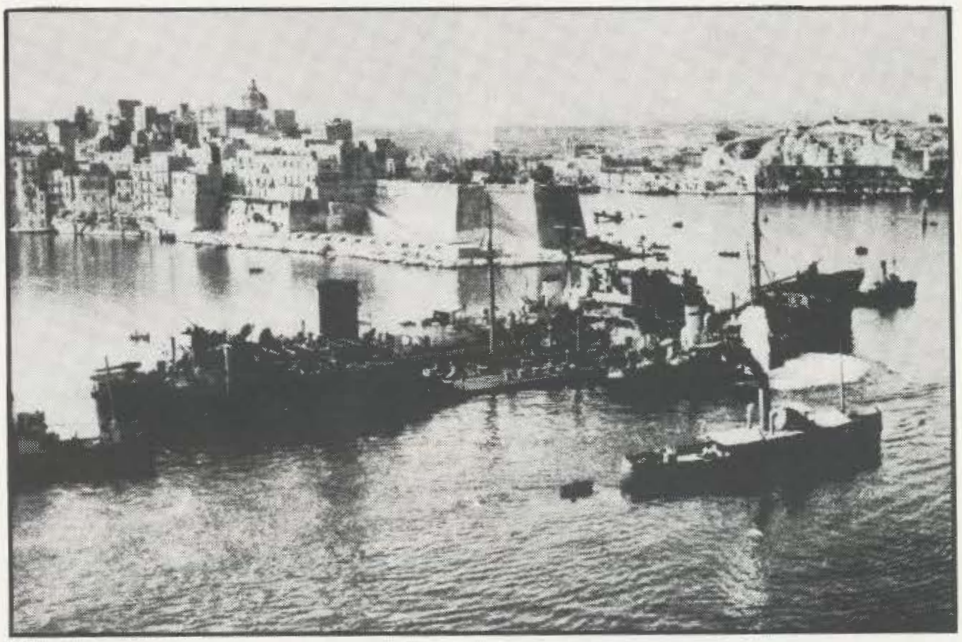
Italy entered the Second World War on June 10th, 1940, blinded, no doubt, by Germany's astounding success against the French armies. On the very next day, a small flight of SM-79s struck at and around Valetta, the capital and port of the island, renamed to honour its valiant saviour.

It was the first of over 3,000 raids to strike the island. Britain had planned to have available an air defense force of four fighter squadrons to protect Malta. As with so many of her plans at this stage of the war, it had not yet been put into effect. Seven pilots and a few hastily assembled Sea Gladiators were the island's only air defense for the first month until four Hurricanes were diverted from their posting to the Middle East.

More Hurricanes were flown in from the old carrier Argus in August and November but a premature fly-off of the latter batch saw only four of the twelve aircraft reach the island.

Nonetheless, these reinforcements made a difference and gradually the Regia Aeronautica was taken to task. Uncertain of his ally's ability to secure the central Mediterranean, Hitler directed Fliegerkorps X to Sicily, in all about 200 aircraft. From January to May the resolute Luftwaffe pilots systematically reduced the island's fighter defences and closed off its supply lines to Alexandria and Gibraltar. Just weeks away from forcing the beleaguered island to surrender, all German aircraft were ordered east for the great invasion of Russia. Faced only by the less determined Regia Aeronautica, Malta slowly regained the initiative. Malta based bombers patrolled the sea lanes to North Africa and the tally of sunk Axis transports began to mount.

Germany reacted to the threat in November of 1941. Kesselring's Luftlotte II was sent to Sicily with orders to close down Malta for once and for all. Increasingly heavy attacks went in through January and February and the February convoy from Alexandria was sunk. The Hurricanes were outclassed by the Me109s and the first attempt to fly in Spitfires, in early March, ended in



A "Near Run Thing"

The battered yet unbeaten tanker, Ohio, is towed into Grand Harbour. It broke in two a couple of days later

ITALIAN ORDER OF BATTLE

NAVAL FORCES

Task Force 0 (Iachino)

Task Group 1 (11th Aug)

[1 CV - Aquila]
1 BB - Vittorio Veneto (BB 7)**
3 CA - Trieste (CA 2), Gorizia (CA 4), Bolzano CA 7)
5 CL - Raimondo Montecuccoli (CL 9), Muzio Attendolo (CL 10), Emanuel Filiberto Duca D'Aosta (CL 11), Eugenio di Savoia (CL 12), Giuseppe Garibaldi (CL 14)
11 DD

Task Force 1 (Transp'ts)

Task Group 2

3 TK - TK 1**
6 DD

Task Group 3 (10th Aug)

5 TR - TR 1*
5 DD
2 DE
2 TB

Task Force 2 (Torp. Flot)

Task Group 4 (11th Aug)

6 TB - TB 41**

Task Group 5 (11th Aug)

6 TB - TB 50*

Task Group 6 (11th Aug)

5 E-Boats - E 1*

Miscellaneous

19 SS

AIR FORCES

Land Based Air

Theatre 0 (Italy)

Pantelleria - 14 SM-79, 6 Cant
Comiso - 30 Me109, 30 CR-42, 32 Ju88A, 32 Ju87B, 5 D0-24
Trapani - 24 Me109, 16 Ju87B, 5 Do-24
Catania - 6 MC202
Rome - 24 Me109, 10 Fiat
Cagliari - 20 Me109, 16 MC202, 30 Ju88A, 60 SM-79, 10 He115

Theatre 1 (Nth Africa)

Tripoli - 30 Me109, 10 Me110, 30 Ju88A, 24 SM-79, 10 He115
Benghazi - 30 Me109, 12 Ju87B
Tobruk - 30 CR-42, 30 He111
Maleme - 24 Me109, 6 Cant

BRITISH ORDER OF BATTLE

NAVAL FORCES

Task Force 0 (Cun'gham)

Task Group 1

2 CV - Victorious*, Indomitable
1 CVL - Eagle
2 BB - Nelson (BB 28), Rodney (BB 29)
2 CL - Phoebe (CL 43), Sirius (CL 82)
15 DD

Task Group 2

1 CV - Furious*
6 DE

Task Group 3

3 CL - Kenya (CL 14), Manchester* (CL 15), Nigeria (CL 60)
2 DE

Task Group 4

2 CL - Cairo** (CLI87), Charybdis (CL 88)
7 DE
1 TK
13 TR

Miscellaneous

7 SS

AIR FORCES

Naval Air

Victorious - 6 Hur 2, 16 Ful 1, 11 Alba
Indomitable - 16 Hur 2, 9 Mart, 20 Alba
Furious - 36 Spit5
Eagle - 16 Hur 2

Land Based Air

Theatre 0 (Middle East)

Gibraltar - 18 Spit5, 6 Swd 1, 12 Bft 1, 12 Hud 1, 10 Sund
Valetta - 72 Spit5, 18 Hur 2, 8 Bfr X, 32 Bft 1, 10 Sund
Halfar - 18 Spit5, 6 Glad, 16 Blen

disaster when the Luftwaffe struck at the airfields just as the planes landed.

By mid-March there were only thirty operational Hurricanes in service. At this point Hitler committed himself to a combined Italian-German invasion of Malta. Air attacks increased and on March 26th, only five Hurricanes could rise to defend the island. Anti-aircraft batteries, at times, were the only available defenses. Again, the Alexandria convoy was destroyed.

In April, British reconnaissance of Sicily revealed the preparation of glider strips near Catania. In fact the two dictators had decided on July-August as the most suitable time for Operation Herkules to proceed. A second attempt to fly off Spitfire reinforcements met the same fate as the first. Only seventeen of forty-seven aircraft survived.

No convoys were attempted in April or May and it appeared that the garrison would be starved into surrender. Believing that Malta was down for the count, or at least hoping it was, Hitler transferred most of his aircraft to other, and more pressing, fronts in Africa, Russia and Europe.

Finally, in May, 64 Spitfires were flown in from USS Wasp and HMS Eagle and this time 62 of them arrived safely. More aircraft flew in on May 18th. There were now enough good fighters to successfully intercept nearly all of the raids against the island. By the end of May, British aircraft had achieved air superiority over the island. What had yet to be done was to secure the island's supply lines to the British bastions at Gibraltar and Alexandria. Without fuel and ammunition, the fighters were useless.

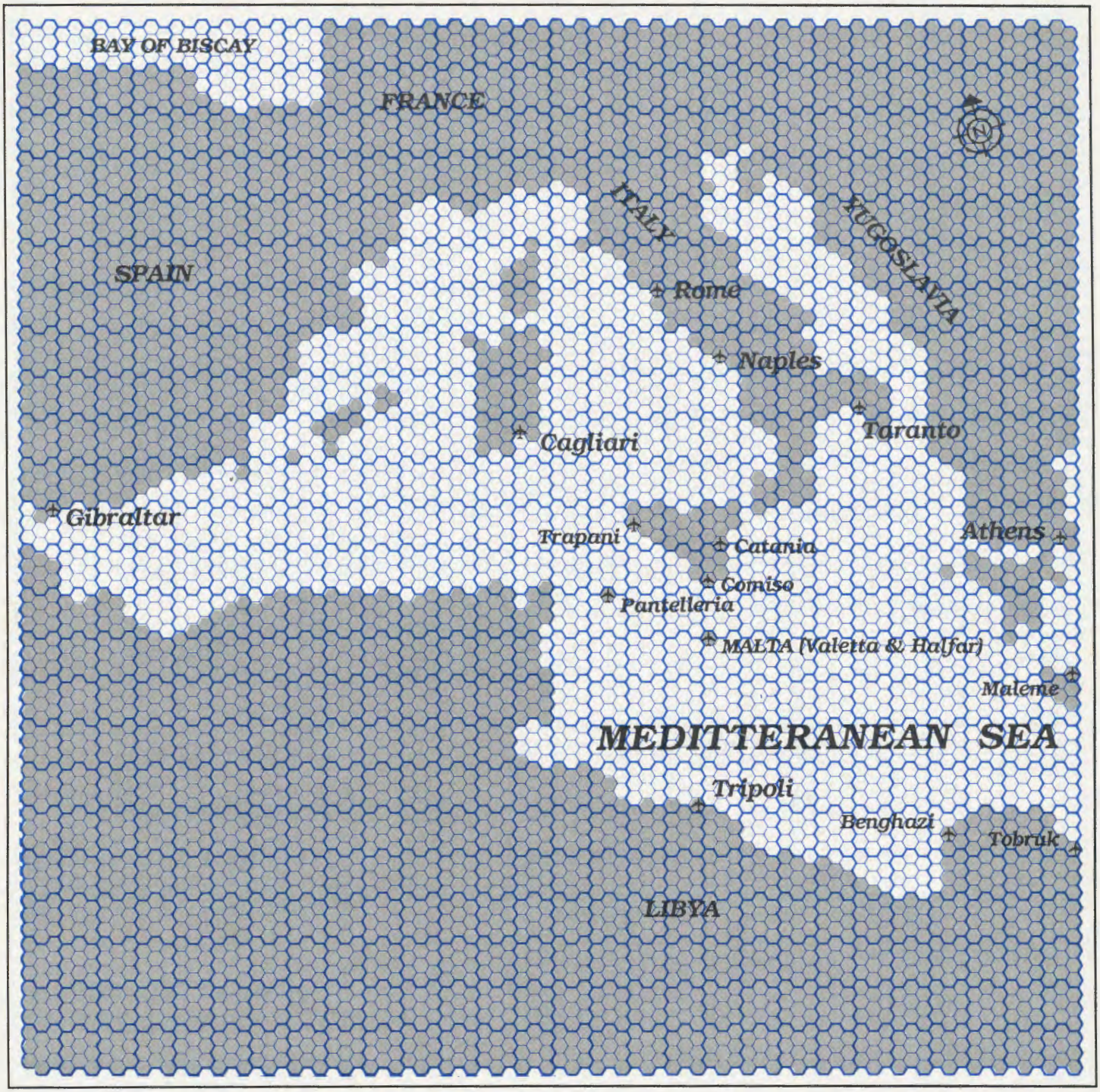
In June, convoys sailed simultaneously from Gibraltar and Alexandria but of the seventeen transports only two reached port. It wasn't enough.

In July the Luftwaffe was reinforced and attacks began again, albeit not on the same scale as earlier in the year. Using improved radar, the German bombers were met out to sea and their formations broken up before they could reach the island. This tactic was extremely effective. How long it could be kept up, however, depended upon the arrival of desperately needed supplies.

Operation Pedestal was planned for August and forms the setting for this scenario. Fourteen merchant ships, including the fast Texaco oil tanker, Ohio, were to make the run. Spotted immediately, the convoy was continually under attack, from submarines, from aircraft, from torpedo boats, as it steamed eastward to Malta.

Five transports survived the horrors. One of them was the Ohio, hit six times,

OPERATION PEDESTAL



SCENARIO 12

Operation Pedestal

9-15 Aug, 1942

COMMONWEALTH BASES - Gibraltar, Valetta, Halfar

ITALIAN BASES - Pantelleria, Comiso, Trapani, Catania, Taranto, Naples, Rome, Cagliari, Tripoli, Benghazi, Tobruk, Maleme, Athens

PEDESTAL - Plane Types

PLANE #	1-63	1	2	3	4	5	6	7	8	9	10	11
PLANE TYPE	[5]	Spit5	Hur 2	Glad	Mart	Bfr X	Ful 1	Swd 1	Bft 1	Blen	Havoc	Hud 1
ROLE	0-2	0	0	0	0	0	0	1	1	1	1	1
CREW	0-5	0	0	0	0	1	1	1	3	2	2	3
RANGE (n,e,t)	0-31	1,2,3	1,3,5	2,3,3	3,5,7	5,5,7	3,3,4	5,6,8	8,10,14	5,7,8	4,6,8	8,10,14
ALT. (h,m,l)	0-3	3,3,3	3,3,2	2,3,3	2,3,2	0,1,3	1,3,3	0,1,3	0,2,3	1,3,3	1,3,3	1,3,3
CRUIS. SPEED	0-15	14	11	8	8	10	12	6	6	10	14	10
BOMB LOAD	0-63	0	2	0	0	6	0	5	5	4	9	6
CHAR (f,v,m,p)	0-7	5,4,6,5	4,4,5,4	3,1,7,2	4,4,5,4	4,4,4,4	5,3,4,3	1,1,4,0	3,3,3,2	1,3,2,3	2,4,3,5	2,3,3,2
ALLIED	Y/N	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
CARRIER	Y/N	Y	Y	N	Y	N	Y	Y	N	N	N	N
SEAPLANE	Y/N	N	N	N	N	N	N	N	N	N	N	N
TORPEDO	Y/N	N	N	N	N	Y	N	Y	Y	N	N	N
NIGHT	Y/N	N	N	N	N	Y	N	Y	N	N	N	N
ANTI-SUB.	Y/N	N	N	N	N	N	N	N	N	N	N	Y

PLANE #	1-63	12	13	14	15	16	17	18	19	20	21	22
PLANE TYPE	[5]	Alba	Wal	Sund	Me109	Me110	CR-42	MC202	R2001	Ju88A	Ju87B	He111
ROLE	0-2	1	2	2	0	0	0	0	0	1	1	1
CREW	0-5	2	3	5	0	1	0	0	1	3	1	3
RANGE (n,e,t)	0-31	4,6,6	4,6,6	10,18,22	1,2,3	3,5,6	1,2,2	1,2,3	2,3,5	3,5,7	2,2,3	4,6,8
ALT. (h,m,l)	0-3	0,3,3	0,2,3	0,2,3	3,3,2	3,3,3	2,3,3	3,3,3	1,3,3	1,3,2	1,3,3	1,3,2
CRUIS. SPEED	0-15	6	5	7	15	14	11	15	11	12	9	10
BOMB LOAD	0-63	6	2	17	0	3	1	0	1	14	4	14
CHAR (f,v,m,p)	0-7	1,2,3,0	1,2,1,0	6,4,0,1	5,4,6,6	5,4,3,5	2,2,7,3	3,4,6,6	3,4,5,3	2,3,4,3	2,3,3,1	2,3,1,2
ALLIED	Y/N	Y	Y	Y	N	N	N	N	N	N	N	N
CARRIER	Y/N	Y	N	N	N	N	N	N	Y	N	N	N
SEAPLANE	Y/N	N	Y	Y	N	N	N	N	N	N	N	N
TORPEDO	Y/N	Y	N	N	N	N	N	N	N	N	N	N
NIGHT	Y/N	N	N	Y	N	N	N	N	N	N	N	N
ANTI-SUB.	Y/N	N	Y	Y	N	N	N	N	N	Y	N	N

PLANE #	1-63	23	24	25	26	27
PLANE TYPE	[5]	SM-79	Cant	Fiat	Do-24	He115
ROLE	0-2	1	2	2	2	2
CREW	0-5	3	3	3	4	2
RANGE (n,e,t)	0-31	5,8,10	4,6,6	5,6,8	10,17,21	5,8,14
ALT. (h,m,l)	0-3	0,3,3	1,3,3	0,2,3	0,3,3	0,2,3
CRUIS. SPEED	0-15	12	10	10	7	6
BOMB LOAD	0-63	9	6	3	0	9
CHAR (f,v,m,p)	0-7	2,3,2,2	1,3,0,1	2,4,0,2	1,4,0,1	2,4,0,0
ALLIED	Y/N	N	N	N	N	N
CARRIER	Y/N	N	N	N	N	N
SEAPLANE	Y/N	N	Y	Y	Y	Y
TORPEDO	Y/N	Y	Y	N	N	Y
NIGHT	Y/N	N	Y	N	Y	N
ANTI-SUB.	Y/N	N	N	Y	N	N

and held afloat by the destroyers Penn and Bramham. The ten thousand tons of fuel she unloaded saved the day.

The second siege of Malta had been lifted.

THE SCENARIO

The Pedestal scenario covers the period from August 9th to 15th. The British convoy composition and escort forces are drawn from historical record while the Italian surface fleet is an estimate of what could have been mobilized against the supply run.

If you are a disk subscriber and this is the first time you have used a ***Carriers at War*** *scenario disk, please note that it must be loaded as* a save-game disk, *not* a scenario disk.

CREATING THE SCENARIO

If this is the first time you have tried to transfer a magazine scenario onto a save-game disk, read the instructions on pages 2-3 of the Design Manual which tell you how to create the 'Raid on Ceylon' scenario.

The following information is either necessary for the creation of the scenario or of use when playing it.

1. Reinforcements. Most of the Italian task groups begin the game as rein-

PEDESTAL - Squadrons

SQUADRON #	1-126	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
PLANE TYPE	1-63	1	1	1	1	1	1	1	1	2	2	2	2	3	4	5	6	7
# OF AIRCRAFT	1-63	18	18	18	18	18	18	18	18	18	6	16	16	6	9	8	16	6
EXHAUSTION	0-7	5	5	4	4	4	5	5	5	4	5	5	5	4	5	7	5	7
EXPERIENCE	0-3	2	2	2	2	2	2	0	0	2	2	2	2	3	2	3	2	2
ADMIN	0-3	1	2	1	2	2	2	2	2	2	2	2	2	3	2	2	2	2
RECON OPS	Y/N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N
NIGHT OPS	Y/N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	Y	N	Y
CARRIER OPS	Y/N	N	N	N	N	N	N	Y	Y	Y	Y	Y	Y	N	Y	N	Y	N

SQUADRON #	1-126	18	19	20	21	22	23	24	25	26	27	28	29	31	32	33	34	35
PLANE TYPE	1-63	8	9	11	8	8	12	12	14	14	13	13	13	15	15	15	15	15
# OF AIRCRAFT	1-63	12	16	12	16	16	11	20	10	10	2	2	2	30	24	24	20	30
EXHAUSTION	0-7	5	5	5	5	5	5	5	5	5	5	5	5	5	5	6	5	4
EXPERIENCE	0-3	2	2	2	2	2	2	2	3	3	2	2	2	2	2	1	2	2
ADMIN	0-3	2	2	2	2	2	2	2	2	2	1	1	1	2	2	1	1	2
RECON OPS	Y/N	N	N	N	N	N	Y	Y	Y	Y	Y	Y	Y	N	N	N	N	N
NIGHT OPS	Y/N	N	N	N	N	N	Y	Y	Y	Y	N	N	N	N	N	N	N	N
CARRIER OPS	Y/N	N	N	N	N	N	Y	Y	N	N	N	N	N	N	N	N	N	N

SQUADRON #	1-126	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52
PLANE TYPE	1-63	15	15	16	17	17	18	18	20	20	20	22	20	21	21	21	23	23
# OF AIRCRAFT	1-63	30	24	10	18	30	6	16	32	30	30	30	24	32	16	12	14	30
EXHAUSTION	0-7	4	6	5	5	4	6	6	5	6	4	4	4	5	5	4	4	6
EXPERIENCE	0-3	2	1	3	2	3	1	1	2	2	2	2	2	3	3	2	2	2
ADMIN	0-3	2	1	2	2	2	1	1	2	1	2	2	2	2	2	2	1	1
RECON OPS	Y/N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N
NIGHT OPS	Y/N	N	N	Y	N	N	N	N	Y	Y	Y	Y	Y	N	N	N	N	N
CARRIER OPS	Y/N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N

SQUADRON #	1-126	53	54	55	56	57	58	59	60	61	62
PLANE TYPE	1-63	23	23	24	25	26	26	27	27	19	19
# OF AIRCRAFT	1-63	30	24	6	10	5	5	10	10	18	18
EXHAUSTION	0-7	5	3	5	6	5	5	6	4	7	7
EXPERIENCE	0-3	2	2	2	0	2	2	1	2	1	1
ADMIN	0-3	1	1	2	1	2	2	1	2	1	1
RECON OPS	Y/N	N	N	Y	Y	Y	Y	Y	Y	N	N
NIGHT OPS	Y/N	N	N	Y	N	Y	Y	N	N	N	N
CARRIER OPS	Y/N	N	N	N	N	N	N	N	N	Y	Y

PEDESTAL - Briefing

NATIONALITY		AXIS	ALLIED
MORALE	0-3	2	2
PASSIVE ASW	0-3	1	2
FIRE CONT.	0-3	1	2
INVASION .	0-3	2	3
RADAR TECH.	0-3	1	2
AIR TORPS	0-3	1	2
SURF. TORPS	0-3	2	2
SUB. TORPS	0-3	2	2
ABORT DIR.	0-7	1	7

NATIONALITY		AXIS	ALLIED
SURPRISED	Y/N	N	N
PARA-FRAGS	Y/N	N	N
CLEAR MAP	YI	Y	Y
COAST. #1	(x,y)	14,41	-
COAST. #2	(x,y)	22,39	-
COAST. #3	(x,y)	1,33	-
COAST. #4	(x,y)	41,38	-
ANCHOR #1	(x,y)	-	-
ANCHOR #2	(x,y)	-	-

forcements, as shown in the orders of battle. Remember that you will have no control over these groups until they enter the map.

2. Creating the Weather. Weather forecasts are provided for each of the twelve sectors. Enter these via Menu 14 then go to Menu 13. Type (RET) five times to get the weather report routines up and running, then save the result as the Weather Report.

3. Scenario Length. Start Hour (22), Start Day (9), Month (8), Year (42), Dawn (5), Dusk (20), End Hour (22), End Day (6), Forecast (1).

4. Scenario Names. Axis Theatre 0 (Italy), Axis Theatre 1 (Nth Africa), Axis TF 0 (Iachino), Axis TF 1 (Transports), Axis TF 2 (Torp Flot), Allied Theatre 0 (Middle East), Allied TF 0 (Cunningham).

Continued on p. 44

PEDESTAL - Ship Classes

SHIP CLASS #	1-63	1	2	3	4	5	6	7	8	9	10
CLASS NAME	[8]	CV 1922	CV 1937A	CV 1937B	CVL1913	BB 1922	CL 1917	CL 1936A	CL 1937	CL 1937+	CL 1938
ALLIED	Y/N	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
SEAPLANE	Y/N	N	N	N	N	Y	N	Y	N	N	N
SHIP TYPE	0-4	0	0	0	0	1	2	2	2	2	2
MAX SPEED	0-45	33	33	33	24	23	29	32	32	32	32
DISPLACEM'T	0-31	11	12	12	11	17	2	5	3	3	4
HEAVY AA	0-31	12	16	16	4	6	8	8	8	10	8
LIGHT AA	0-31	3	6	6	2	3	2	2	1	1	3
ARMOUR	0-15	3	5	5	5	14	3	5	3	3	4
PRIMARY GUNS	0-15	0	0	0	0	9	0	0	0	0	0
SEC. GUNS	0-15	0	0	0	12	12	4	12	4	5	9
TORP. TUBES	0-15	0	0	0	0	2	0	6	6	6	6
VULNERABIL'Y	0-7	2	5	4	3	6	4	2	5	5	6
ANTI-SUB	0-7	0	0	0	0	0	0	0	0	0	0
TORP. LOADS	0-3	0	0	0	0	3	0	2	2	2	2

SHIP CLASS #	1-63	11	12	13	14	15	16	17	18	19	20
CLASS NAME	[8]	DD 1928	DD 1933	DD 1934	DD 1936	DD 1938	DD 1938+	DD 1939	DD 1940	DE 1917	DE 1918
ALLIED	Y/N	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
SEAPLANE	Y/N	N	N	N	N	N	N	N	N	N	N
SHIP TYPE	0-4	2	2	2	2	2	2	2	2	2	2
MAX SPEED	0-45	35	36	37	36	36	36	37	37	34	35
DISPLACEM'T	0-31	1	1	1	1	1	1	1	1	1	1
HEAVY AA	0-31	0	0	0	8	6	8	5	4	4	4
LIGHT AA	0-31	1	1	1	1	2	2	1	2	1	1
ARMOUR	0-15	0	0	0	0	0	0	0	0	0	0
PRIMARY GUNS	0-15	0	0	0	0	0	0	0	0	0	0
SEC. GUNS	0-15	2	2	2	4	3	0	0	2	0	0
TORP. TUBES	0-15	8	8	10	4	8	8	4	8	0	0
VULNERABIL'Y	0-7	4	5	5	5	6	6	5	6	4	4
ANTI-SUB	0-7	1	1	2	2	3	5	4	4	0	4
TORP. LOADS	0-3	1	1	1	1	1	1	1	1	0	0

SHIP CLASS #	1-63	21	22	23	24	25	26	27	28	29	31
CLASS NAME	[8]	DE 1939B	DE 1940	TK Ohio	TR Misc	SS 1928	SS 1929	SS 1931B	SS 1939A	SS 1939B	CV 1925
ALLIED	Y/N	Y	Y	Y	Y	Y	Y	Y	Y	Y	N
SEAPLANE	Y/N	N	N	N	N	N	N	N	N	N	N
SHIP TYPE	0-4	2	2	4	4	3	3	3	3	3	0
MAX SPEED	0-45	27	27	15	13	18	18	16	15	11	30
DISPLACEM'T	0-31	1	1	7	4	1	1	1	1	0	11
HEAVY AA	0-31	6	4	1	1	0	0	0	0	0	6
LIGHT AA	0-31	2	2	2	1	1	1	1	1	1	17
ARMOUR	0-15	0	0	0	0	0	0	0	0	0	1
PRIMARY GUNS	0-15	0	0	0	0	0	0	0	0	0	0
SEC. GUNS	0-15	0	0	0	0	1	1	1	1	0	4
TORP. TUBES	0-15	0	2	0	0	8	8	6	11	4	0
VULNERABIL'Y	0-7	5	5	1	2	3	4	4	4	5	1
ANTI-SUB	0-7	3	2	0	0	0	0	0	0	0	0
TORP. LOADS	0-3	0	1	0	0	2	2	2	2	2	0

PEDESTAL - Ship Classes (Cont.)

SHIP CLASS #	1-63	32	33	34	35	36	37	38	39	40	41
CLASS NAME	[8]	BB 1934	CA 1925	CA 1929	CA 1930	CL 1931	CL 1932	CL1933	DD 1924	DD 1927	DD 1929
ALLIED	Y/N	N	N	N	N	N	N	N	N	N	N
SEAPLANE	Y/N	N	N	N	N	N	N	N	N	N	N
SHIP TYPE	0-4	1	1	1	1	2	2	2	2	2	2
MAX SPEED	0-45	30	36	32	36	37	37	34	35	38	38
DISPLACEM'T	0-31	18	5	6	5	4	4	5	1	1	1
HEAVY AA	0-31	12	16	16	16	6	6	8	0	0	0
LIGHT AA	0-31	7	2	3	2	3	4	3	2	2	2
ARMOUR	0-15	13	3	6	3	2	3	4	0	0	0
PRIMARY GUNS	0-15	9	8	8	8	0	0	0	0	0	0
SEC. GUNS	0-15	12	0	0	0	8	8	10	2	3	2
TORP. TUBES	0-15	0	8	0	8	4	6	6	6	6	6
VULNERABIL'Y	0-7	5	3	4	4	4	4	5	3	3	2
ANTI-SUB	0-7	0	0	0	0	0	0	0	2	2	3
TORP. LOADS	0-3	0	2	0	2	1	1	1	1	1	1

SHIP CLASS #	1-63	42	43	44	45	46	47	48	49	50	51
CLASS NAME	[8]	DD 1937	DE 1935	TB 1933	E-Boat	TK Misc	TR Misc	SS 1929	SS 1936B	SS 1937	U-Boat
ALLIED	Y/N	N	N	N	N	N	N	N	N	N	N
SEAPLANE	Y/N	N	N	N	N	N	N	N	N	N	N
SHIP TYPE	0-4	2	2	2	2	4	4	3	3	3	3
MAX SPEED	0-45	38	28	34	45	9	8	14	18	18	17
DISPLACEM'T	0-31	1	1	0	0	5	3	0	1	1	0
HEAVY AA	0-31	5	2	2	0	0	0	0	0	2	0
LIGHT AA	0-31	2	1	2	1	1	1	1	1	1	1
ARMOUR	0-15	0	0	0	0	0	0	0	0	0	0
PRIMARY GUNS	0-15	0	0	0	0	0	0	0	0	0	0
SEC. GUNS	0-15	3	1	0	0	0	0	1	1	1	0
TORP. TUBES	0-15	6	6	4	2	0	0	6	8	8	5
VULNERABIL'Y	0-7	5	3	5	3	0	1	4	5	5	6
ANTI-SUB	0-7	3	5	4	0	0	0	0	0	0	0
TORP. LOADS	0-3	1	1	1	1	0	0	2	2	2	2

PEDESTAL - Task Groups

TASK GRP #	1-23	1 (AL)	2 (AL)	3 (AL)	4 (AL)	1 (AX)	2 (AX)	3 (AX)	4 (AX)	5 (AX)	6 (AX)	[7 (AX)]
FLAGSHIP	[-]	Vict'ous	Furious	CL 15	CLI87	BB 7	TK 1	TR 1	TB 41	TB 50	E 1	Aquila
TOTAL SHIPS	[-]	22	7	5	23	20	9	14	6	6	5	1
OBJECTIVE	1-23	0	0	0	2	2	12	12	0	0	0	0
MISSION	0-7	1	3	2	5	4	5	5	0	0	0	0
HEADING	0-7	2	2	2	2	4	4	4	4	4	4	0
ENDURANCE	0-31	25	25	25	22	24	26	26	10	10	10	0
TF NUMBER	0-3	0	0	0	0	0	1	1	2	2	2	0
TF ADMIN	0-3	2	1	1	0	2	1	1	2	2	2	0
ARRIVAL	0-9	0	0	0	0	2	0	1	2	2	2	9
TF COMMAND	Y/N	N	N	N	Y	Y	Y	N	Y	N	N	N
START AREA	(x,y)	2,33	4,34	2,33	2,33	68,30	50,18	50,18	39,27	55,22	55,35	0,0
SEARCH PAT.	Y/N	NE-SE	NE-SE	-	-	-	-	-	-	-	-	-

PEDESTAL - Other Ships

SHIP #	1-215	1	2	3	4	5	6	7	8	9	10	11	12	13	14
PENN. #	[5]	BB 28	BB 29	CLI87	CL 15	CL 43	CL 88	CL 82	CL 14	CL 60	DDH36	DDH68	DDH76	DDH05	DDD03
CLASS	1-63	5	5	6	7	8	8	9	10	10	11	12	12	13	13
DAMAGE	0-15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
CARGO	0-15	0	0	0	0	0	0	0	0	0	0	0	0	0	0
RADAR	0-7	3	3	2	3	3	3	4	3	3	2	2	2	2	2
DAM CONT.	0-3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
AA ACCUR.	0-3	2	2	2	2	2	2	2	2	2	2	2	2	2	2
TASK GRP	1-23	1	1	4	3	1	4	1	3	3	1	1	1	1	1
SUB PAT.	(x,y)	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SUB. DEP.	0-7	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SUB. SPD	0-7	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SEA. SQN	[1]	27	28	-	29	-	-	-	-	-	-	-	-	-	-

SHIP #	1-215	15	16	17	18	19	20	21	22	23	24	25	26	27	28
PENN. #	[5]	DDD10	DDF43	DDF51	DDF75	DDF32	DDF99	DDF55	DDG10	DDG77	DDG78	DED35	DED47	DED64	DED67
CLASS	1-63	13	14	14	14	15	15	16	17	17	18	19	19	19	19
DAMAGE	0-15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
CARGO	0-15	0	0	0	0	0	0	0	0	0	0	0	0	0	0
RADAR	0-7	2	2	2	2	2	2	2	2	2	2	0	0	0	0
DAM CONT.	0-3	3	3	3*	3	3	3	3	3	3	3	3	3	3	3
AA ACCUR.	0-3	2	2	2	2	2	2	2	2	2	2	2	2	2	2
TASK GRP	1-23	1	1	1	1	1	1	1	1	1	1	4	4	4	4
SUB PAT.	(x,y)	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SUB. DEP.	0-7	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SUB. SPD	0-7	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SEA. SQN	[1]	-	-	-	-	-	-	-	-	-	-	-	-	-	-

SHIP #	1-215	29	30	31	32	33	34	35	36	37	38	39	40	41	42
PENN. #	[5]	DED75	DED78	DED19	DED84	DEL34	DEL51	DEL59	DEL77	DEL90	DE128	DEL83	Ohio	TR 1	TR 2
CLASS	1-63	19	19	20	20	21	21	21	21	21	21	22	23	24	24
DAMAGE	0-15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
CARGO	0-15	0	0	0	0	0	0	0	0	0	0	0	14	10	10
RADAR	0-7	0	0	0	0	0	0	0	0	0	0	0	0	0	0
DAM CONT.	0-3	3	3	3	3	3	3	3	3	3	3	3	2	1	1
AA ACCUR.	0-3	2	2	2	2	2	2	2	2	2	2	2	1	1	1
TASK GRP	1-23	4	4	3	3	2	2	2	2	1	1	4	4	4	4
SUB PAT.	(x,y)	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SUB. DEP.	0-7	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SUB. SPD	0-7	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SEA. SQN	[1]	-	-	-	-	-	-	-	-	-	-	-	-	-	-

SHIP #	1-215	43	44	45	46	47	48	49	50	51	52	53	54	55	56
PENN. #	[5]	TR 3	TR 4	TR 5	TR 6	TR 7	TR 8	TR 9	TR 10	TR 11	TR 12	TR 13	SSN75	SSN41	SSN83
CLASS	1-63	24	24	24	24	24	24	24	24	24	24	24	25	26	27
DAMAGE	0-15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
CARGO	0-15	10	10	10	10	10	10	10	10	10	10	10	0	0	0
RADAR	0-7	0	0	0	0	0	0	0	0	0	0	0	0	0	0
DAM CONT.	0-3	1	1	1	1	1	1	1	1	1	1	1	2	2	2
AA ACCUR.	0-3	1	1	1	1	1	1	1	1	1	1	1	1	1	1
TASK GRP	1-23	4	4	4	4	4	4	4	4	4	4	4	-	-	-
SUB PAT.	(x,y)	-	-	-	-	-	-	-	-	-	-	-	48,28	61,36	56,49
SUB. DEP.	0-7	-	-	-	-	-	-	-	-	-	-	-	7	7	7
SUB. SPD	0-7	-	-	-	-	-	-	-	-	-	-	-	7	7	7
SEA. SQN	[1]	-	-	-	-	-	-	-	-	-	-	-	-	-	-

PEDESTAL - Other Ships (Cont.)

SHIP #	1-215	57	58	59	60		62	63	64	65	66	67	68	69	70
PENN. #	[5]	SSN78	SSN89	SSN93	SSP34		BB 7	CA 2	CA 4	CA 7	CL 9	CL 10	CL 11	CL 12	CL 14
CLASS	1-63	28	29	29	29		32	33	34	35	36	36	37	37	38
DAMAGE	0-15	15	15	15	15		15	15	15	15	15	15	15	15	15
CARGO	0-15	0	0	0	0		0	0	0	0	0	0	0	0	0
RADAR	0-7	0	0	0	0		3	3	3	3	2	2	2	2	2
DAM CONT.	0-3	2	2	2	2		1	1	1	1	1	1	1	1	1
AA ACCUR.	0-3	1	1	1	1		1	1	1	1	1	1	1	1	1
TASK GRP	1-23	-	-	-	-		1	1	1	1	1	1	1	1	1
SUB PAT.	(x,y)	46,37	63,36	52,30	43,29		-	-	-	-	-	-	-	-	-
SUB. DEP.	0-7	7	7	7	7		-	-	-	-	-	-	-	-	-
SUB. SPD	0-7	7	7	7	7		-	-	-	-	-	-	-	-	-
SEA. SQN	[1]	-	-	-	-		-	-	-	-	-	-	-	-	-

SHIP #	1-215	71	72	73	74	75	76	77	78	79	80	81	82	83	84
PENN. #	[5]	DD 18	DD 22	DD 26	DD 30	DD 31	DD 32	DD 35	DD 36	DD 40	DD 41	DD 44	DD 46	DD 48	DD 49
CLASS	1-63	39	40	40	40	40	41	41	41	41	41	41	42	42	42
DAMAGE	0-15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
CARGO	0-15	0	0	0	0	0	0	0	0	0	0	0	0	0	0
RADAR	0-7	0	0	0	0	0	0	0	0	0	0	0	0	0	0
DAM CONT.	0-3	2	2	2	2	2	2	2	2	2	2	2	2	2	2
AA ACCUR.	0-3	1	1	1	1	1	1	1	1	1	1	1	1	1	1
TASK GRP	1-23	3	3	3	3	3	2	2	2	2	2	2	1	1	1
SUB PAT.	(x,y)	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SUB. DEP.	0-7	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SUB. SPD	0-7	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SEA. SQN	[1]	-	-	-	-	-	-	-	-	-	-	-	-	-	-

SHIP #	1-215	85	86	87	88	89	90	91	92	93	94	95	96	97	98
PENN. #	[5]	DD 50	DD 52	DD 54	DD 55	DD 56	DD 57	DD 60	DD 61	DE 1	DE 4	TB 40	TB 41	TB 46	TB 48
CLASS	1-63	42	42	42	42	42	42	42	42	43	43	44	44	44	44
DAMAGE	0-15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
CARGO	0-15	0	0	0	0	0	0	0	0	0	0	0	0	0	0
RADAR	0-7	0	0	0	0	0	0	0	0	0	0	0	0	0	0
DAM CONT.	0-3	2	2	2	2	2	2	2	2	1	1	1	1	1	1
AA ACCUR.	0-3	1	1	1	1	1	1	1	1	1	1	1	1	1	1
TASK GRP	1-23	1	1	1	1	1	1	1	1	3	3	3	4	3	4
SUB PAT.	(x,y)	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SUB. DEP.	0-7	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SUB. SPD	0-7	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SEA. SQN	[1]	-	-	-	-	-	-	-	-	-	-	-	-	-	-

SHIP #	1-215	99	100	101	102	103	104	105	106	107	108	109	110	111	112
PENN. #	[5]	TB 49	TB 50	TB 51	TB 52	TB 54	TB 56	TB 58	TB 59	TB 60	TB 62	E 1	E 2	E 3	E 4
CLASS	1-63	44	44	44	44	44	44	44	44	44	44	45	45	45	45
DAMAGE	0-15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
CARGO	0-15	0	0	0	0	0	0	0	0	0	0	0	0	0	0
RADAR	0-7	0	0	0	0	0	0	0	0	0	0	0	0	0	0
DAM CONT.	0-3	1	1	1	1	1	1	1	1	1	1	2	2	2	2
AA ACCUR.	0-3	1	1	1	1	1	1	1	1	1	1	1	1	1	1
TASK GRP	1-23	4	5	5	4	4	5	5	5	4	5	6	6	6	6
SUB PAT.	(x,y)	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SUB. DEP.	0-7	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SUB. SPD	0-7	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SEA. SQN	[1]	-	-	-	-	-	-	-	-	-	-	-	-	-	-

PEDESTAL - Other Ships (Cont.)

SHIP #	1-215	113	114	115	116	117	118	119	120	121	122	123	124	125	126
PENN. #	[5]	E 5	TK 1	TK 2	TK 3	TR 1	TR 2	TR 3	TR 4	TR 5	SS 27	SS 35	SS 36	SS 37	SS 38
CLASS	1-63	45	46	46	46	47	47	47	47	47	48	48	48	48	48
DAMAGE	0-15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
CARGO	0-15	0	7	7	7	4	4	4	4	4	0	0	0	0	0
RADAR	0-7	0	0	0	0	0	0	0	0	0	0	0	0	0	0
DAM CONT.	0-3	2	0	0	0	0	0	0	0	0	1	1	1	1	1
AA ACCUR.	0-3	1	0	0	0	0	0	0	0	0	1	1	1	1	1
TASK GRP	1-23	6	2	2	2	3	3	3	3	3	-	-	-	-	-
SUB PAT.	(x,y)	-	-	-	-	-	-	-	-	-	44,40	18,33	35,33	31,33	24,35
SUB. DEP.	0-7	-	-	-	-	-	-	-	-	-	7	7	7	7	7
SUB. SPD	0-7	-	-	-	-	-	-	-	-	-	7	7	7	7	7
SEA. SQN	[1]	-	-	-	-	-	-	-	-	-	-	-	-	-	-

SHIP #	1-215	127	128	129	130	131	132	133	134	135	136	137	138	139	140
PENN. #	[5]	SS 41	SS 42	SS 44	SS 45	SS 52	SS 54	SS 80	SS 83	SS 89	SS100	SS111	SS112	U 73	U 331
CLASS	1-63	48	48	48	48	48	48	48	48	49	49	50	50	51	51
DAMAGE	0-15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
CARGO	0-15	0	0	0	0	0	0	0	0	0	0	0	0	0	0
RADAR	0-7	0	0	0	0	0	0	0	0	0	0	0	0	0	0
DAM CONT.	0-3	1	1	1	1	1	1	1	1	1	1	1	1	2	2
AA ACCUR.	0-3	1	1	1	1	1	1	1	1	1	1	1	1	2	2
TASK GRP	1-23	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SUB PAT.	(x,y)	43,37	27,35	50,45	50,41	10,36	32,35	46,36	39,34	52,39	38,36	43,39	54,46	43,36	34,37
SUB. DEP.	0-7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
SUB. SPD	0-7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
SEA. SQN	[1]	-	-	-	-	-	-	-	-	-	-	-	-	-	-

PEDESTAL - Carriers

CARRIER #	1-31	1	2	3	4	5
NAME	[11]	Furious	Victorious	Indom'ble	Eagle	Aquila
AIR CAPACITY	1-127	36	33	45	21	51
CLASS #	1-63	1	2	3	4	31
TASK GROUP	1-23	2	1	1	1	7(1)
ASSIGN. SQNS	[5]	7,8	10,16,23	11,14,24	12	65,66
SPOT #	0-31	3	3	4	2	4
DAM. STATUS	0-15	15	15	15	15	15
RADAR	0-7	3	4	4	3	3
DAM. CONT.	0-3	2	2	2	2	1
AA ACCURACY	0-3	2	2	2	2	1

PEDESTAL - Weather

MAP SECTOR	[12]	1	2	3	4	5	6	7	8	9	10	11	12
CONDITION	0-3	2	2	2	2	2	3	3	2	0	0	0	0
DIRECTION	0-7	7	0	7	3	7	7	7	7	7	7	7	7
RELIABILITY	0-1	0	0	0	0	0	1	1	1	0	0	0	0

Continued from p. 39

5. Clearing Map Points. This is just a reminder to type (Y) on the <CLEAR MAP POINTS> line. Otherwise, every coast-watcher will end up in hex location (0,0).

6. Prohibited Hexes. There are several prohibited ocean hexes on the map. These are the Gulf of Corinth (75,35; 76,36; 77,36; 78,36; 79,36; 80,36), one hex on the North African coast (39,39), two hexes on the French coast (16,30; 18,27) and one on the Italian coast (52,21).

7. Submarines. All submarines in the scenario have been given a depth and speed rating of 7 to reflect the greater effectiveness of submarines in the Mediterranean than in the Pacific.

8. The Aquila. The Italian fleet has no aircraft carrier. The game system considers such forces to be defeated and

PEDESTAL - Bases

BASE NUMBER	1-23	1	2	3	4	5	6	7	8	9	10
BASE NAME	[11]	Gibraltar	Valetta	Halfar	Pantelleria	Comiso	Trapani	Catania	Taranto	Naples	Rome
LOCATION	(x,y)	2,33	54,42	54,42	46,39	54,38	48,34	55,35	66,26	55,22	50,18
ASS. SQNS	[10]	1,17,18 20,25	2-5,9,15 21,22,26	6,13,19	51,55	31,39,43 48,57	32,49,58	41	-	-	33,56
HEAVY AA	0-31	10	15	10	0	10	8	10	15	15	15
LIGHT AA	0-31	10	20	15	15	18	18	20	25	25	30
SPOT NUMBER	0-31	20	20	15	8	12	12	15	20	22	25
DAM. STATUS	0-15	15	14	13	15	15	15	15	15	15	15
AIRSTRIP	0-7	6	5	4	1	6	4	4	5	6	6
RADAR	0-7	4	3	0	0	4	3	4	4	4	4
AA ACCURACY	0-3	2	2	2	1	1	1	1	1	1	2
DAM. CONTROL	0-3	3	2	2	0	2	2	2	2	2	2
THEATRE	0-1	0	0	0	0	0	0	0	0	0	0
ALLIED	Y/N	Y	Y	Y	N	N	N	N	N	N	N
FIGHTER FAC.	Y/N	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
BOMBER FAC.	Y/N	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
PORT FAC.	Y/N	Y	Y	N	N	N	N	Y	Y	Y	Y
SEARCH PAT.	Y/N	NE-SE	NW-NE	-	W-N,SE	SE-NW	SW-NW	-	-	-	S-SW

BASE NUMBER	1-23	11	12	13	14	15	16
BASE NAME	[11]	Cagliari	Tripoli	Benghazi	Tobruk	Maleme	Athens
LOCATION	(x,y)	39,27	53,53	75,55	83,56	83,44	82,35
ASS. SQNS	[10]	34,42,44 52,53,59	35,38,45 54,60	36,50	40,46	37,47	-
HEAVY AA	0-31	5	5	2	2	3	4
LIGHT AA	0-31	8	4	5	8	10	10
SPOT NUMBER	0-31	9	9	5	5	8	20
DAM. STATUS	0-15	15	15	15	15	15	15
AIRSTRIP	0-7	4	2	2	2	3	5
RADAR	0-7	2	2	0	0	0	3
AA ACCURACY	0-3	1	1	1	1	1	1
DAM. CONTROL	0-3	1	1	1	1	1	2
THEATRE	0-1	0	1	1	1	1	1
ALLIED	Y/N	N	N	N	N	N	N
FIGHTER FAC.	Y/N	Y	Y	Y	N	N	Y
BOMBER FAC.	Y/N	Y	Y	Y	Y	Y	Y
PORT FAC.	Y/N	Y	Y	Y	Y	N	Y
SEARCH PAT.	Y/N	SE-SW	NW-E	-	-	-	-

often orders them to make a general withdrawal. To circumvent this mechanic, we have added the Aquila to the Italian OB to arrive on day 9, well after the end of the scenario.

PLAYER'S NOTES

The British objective is very simple. You must get some transports through to Malta. You can't win if you don't. Expect to take some heavy losses among your surface vessels. Both the British commands (Middle East and Cunningham) have a lot to do and it is recommended that an Allied player take charge of both forces.

The combined Italian and German air forces are the main weapon available to destroy the British convoy. Begin your attacks as soon as the enemy is in range and run 'round the clock strikes'. Everything is expendable provided you sink the transports.

Commit your surface force as a last resort. Your greatest chance to win will be as commander of both air forces and Iachino's fleet. For an historical battle, you should command just the Italy theatre.

VARIANTS

(1). Having created the Aquila for game mechanics purposes, it seems a pity not to use it. The Aquila was almost ready for service by late 1942 and so it is not beyond the realms of possibility that she could have been available. Place the Aquila in TG 1 instead of TG 7.

(2). The Germans had withdrawn much of their air forces in May-June which had allowed the air defences of Malta to build up. Assume the Axis had kept the pressure on. Remove squads 4 and 5 from Valetta airfield and squadron 6 from Halfar.

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LETTERS
Continued from p. 3

troops, then losses are minimal. Troops trying to get out of tough situations are meant to get creamed! The fourth point is a matter of perception. The general movement restrictions and inhibitions in the game system include the provision for incomplete tactical reconnaissance. Strategic surprise is beyond the scope of the game; you can simulate it to some extent by lowering the supply/admin values of unready troops.)

As to your upcoming Napoleonic offering, I just know that you will adapt the system to simulate the nuances of warfare in that era. Please particularly consider...

* The increased importance of tactical formations (e.g. column, line, square, skirmish order).

* The use of artillery at division and corps level, and in massed grand batteries.

* The more complex inter-relationship between infantry, cavalry and artillery, and the effectiveness of a combined-arms force.

*Decreased small arms fire effect and increased melee and morale effect.

*The involvement of larger forces than common in Civil War battles.

(Ed. Read the special editorial on page 3. Given the current circumstances of retail distribution in the US, Campaigns of Napoleon may take a little longer to finish than originally planned. When it does appear, you can be sure it will reflect this editor's fascination with the period.)

And in your spare time, how about a redo of *Carriers at War*, a modern sea warfare game and some Franco-Prussian scenarios for *Decisive Battles*. Lee's beaten me out of sight at Second Bull Run, so I'm off to avenge myself at Antietam.

Very truly yours
Leonard R. Heinz
USA

Gentlemen,

First of all, let me congratulate you for the superb design implementation of your *Decisive Battles of the American Civil War Vols I & II*. I am eagerly awaiting the release of Vol III.

The American Civil War is my favourite wargaming period. I suppose a lot of it has to do with growing up only 25 miles from Shiloh National Military Park. At any rate, I'm sure you will not be surprised to learn that I am also anxiously awaiting your *Road to Appomattox* strategic simulation. I was somewhat disappointed to read in *Run 5* Issue 9 that it was no longer being designed for the C-64. I would beg to differ with your opinion on the "...imminent demise of 8-bit machines, especially the C-64...", however I will defer my arguments for the time being.

Since I also have an Amiga, I don't intend to complain as long as RTA is also produced in that format! As developing the game for the 16-bit class of computers should free you of many of the limitations of the 8-bit class, I am looking forward to RTA's eventual release with even more anticipation. Along these lines, let me give you my 'wish list' for an expanded RTA simulation.

1. A fully implemented tactical battle module with detailed terrain, brigade level manoeuvre units and utilization of as much of the *Decisive Battles* flavor as possible.

2. Historical campaign variants. Examples would include Sherman's Atlanta campaign, the Wilderness campaign and Hood's abortive Tennessee campaign. These variants covering a limited geographic area should allow for more operational and tactical flexibility than the full-blown RTA simulation could allow.

3. Incorporation of far-ranging Confederate cavalry raid capability, reflecting the early superiority of that arm over its Union counterparts.

4. Artillery broken out as separate batteries and battalions to more accurately reflect its offensive and defensive capacities.

5. Capacity for promotion from the ranks with appropriate adjustments for the new commander's abilities.

6. River and railroad impact properly accounted for.

7. Proper emphasis on the Trans-Mississippi theatre.

8. "Stacking" capability of units where appropriate conditions exist.

9. Union blockade and Confederate blockade runners and raiders.

10. Politics properly accounted for (foreign recognition possible for the Confederacy, Lincoln re-election in doubt if the Union does poorly through 1864, etc.)

Now for a few words on a related subject. Why not do a regimental version of *Decisive Battles*? As you know, many of the battles fought during the American Civil War involved 1-3 divisions or so on each side. With three brigades per division, the unit density is just too low using the Decisive Battles system. I think this shows up even in some of the smaller scenarios already developed. When entire brigades can be KIA'd, the unit count sometimes decreases alarmingly fast. This would be alleviated where the basic unit of manoeuvre was the regiment instead of the brigade. The implementation of this concept should be fairly simple considering the expertise of your design team. Please give this some consideration.

Well, I've rambled long enough. Thanks again for the great work and especially thanks for listening.

Sincerely,

Michael R. Brasher
Albuquerque, NM
USA

(Ed. The Decisive Battles system seems to work quite well at regimental level. We have received several scenarios from users which have covered smaller battles at regimental level. The results are very encouraging. As to the epic RTA... the flame still burns in this editor's heart. One way or another, it will be published!)

Dear SSG,

I own a Commodore Amiga personal computer and am very excited over the software your company produces for the home computer market. I, having previously owned an Apple II+ computer, remember when *Carriers at War* was released; it was, and still is, one of my favourite games.

The speed, flexibility and detail of that game was unmatched by many other Apple games. I think that an enhanced (more advanced, detailed) Amiga ver-

sion of this now famous program would lift up the now sluggish Amiga software market, which is saturated with games incorporating rehashed ideas of more than half a decade ago.

I also would like to know if the majority of your other wargames (such as *Battlefront, Russia, Europe Ablaze* and any of your future wargame released) will be ported over to the Amiga? The power and versatility of the Amiga would allow your programmers to develop games that can be justified economically given the large, expanding 16 bit computer market. Thank you for your time. I anxiously await your response.

Scott C. Steinbach
Arlington Heights, IL
USA

Dear Mr Gleason,

Arrrrg! Stop it! You guys promised that *Battlefront* was the best you could do. Now you refine it in *Halls of Montezuma*. Simply put, it is one of the most enjoyable games I have played for some time. Please relay congratulations to Mr Keating and Mr Trout. No more! I can't keep up. Just kidding, keep the quality productions coming. Love it.

John Szaton
Park Forest, IL
USA

Dear Mr Keating and Mr Trout,

First of all I want to compliment you both and your staff on such excellent simulations. Yourselves and your company are the best and far ahead of your nearest competitor. I'm a military history "nut" and your simulations make the books I read come almost literally alive.

I own three of your games - *Carriers at War, Europe Ablaze* and *Battlefront*. Unfortunately, I don't have near the time and in some ways the money to buy all your recent additions. I also have a very understanding wife who lets me spend the time and money on your simulations. Your games give me a chance not only to recreate history and play "what ifs", but also allows me to relax and forget the pressures of everyday living. (I am a United States Air Force captain and I work, currently, as a cost analyst in the Pentagon).

There is, however, one small favour I would like to ask of yourselves. I enjoy naval simulations more than most any other types of war games and your *Carriers at War* is one of my favourites. The culmination of a lot of serious planning and manoeuvring into that one decisive attack is great. However, how the on-going attack is displayed leaves a lot to be desired. The "beeps", "whistles" etc. are confusing and not satisfying at all. The display used in *Europe Ablaze* or some of your latest games would definitely be a lot better.

I guess my actual question/suggestion is why can't your company take time out and redesign the combat display portion of *Carriers at War*? I think a little time spent on this modification would go a long way in making what will be a "classic" even better and show that SSG is willing to take the time to improve their older products for their customers who helped support them in the beginning. I realize you must constantly put out new products but improving old ones (which I wouldn't think would be that difficult or costly) is just as important. I feel an updated version would be a hit among those of us who already have *Carriers at War* but would also help sell it to those who are new to war gaming.

Hopefully you have received enough of these types of letters to convince you that it would be a worthwhile project. Thank you for taking time out to read my letter. Keep up the good work. (Any chance of tactical naval warfare games covering certain periods of history?)

Thanks again for your time and excellent games.

Mark J. Whetstone
Woodbridge, VA
USA

Dear Sirs,

I would appreciate your letting me know if it is possible to put SSG scenarios on 3.5" disks to be used on a IIGS. Can the SSG games recognize the scenarios on a second disk drive even if it is a 3.5" drive on the IIGS. If you have any info on this I would appreciate your passing it on.

Bruce MacLeod
San Francisco, CA.
USA

(Ed. No on both counts.) ◆

Errata

Two dreadful mistakes appeared in the last issue. The worst of these was the omission of the army and scenario details for the Saratoga scenario. The second is some errors in the data base of Adan's division in the Chinese Farm scenario. The person to blame for this cock-up is unquestionably one Stephen Hart, rapscallion extraordinaire.

Saratoga

Forces[5b(iii)]. Edit the American Army HQ as follows; (Arnold) (Gates) (Continental) (Forces) (2,10) (0) (7) [Farm Track] (8) [North Ford] (2) [Old Farm] (1) [Freemans] (10) (3) (0) (5). Edit the British Army HQ as follows; (Burgoyne) (Phillips) (British and) (Allied Army) (8,1), (0) (3) [The Hill] (6) [Beamis Hill] (1) [Freemans] (7) [Farm Track] (10) (4) (0) (4).

There are no Corps in this scenario. Clear all corps data for both sides.

There are three American and five British Divisions. Enter the details from the accompanying table.

There are 21 American Brigades and 21 British Brigades. Enter the details from the accompanying table.

Objectives [5b(iv)]. There are eight objectives. Enter the details from the accompanying table.

Scenario Setup [5d(i)]. Enter the following data; Date (19), Month (9), Year (77), Century (17), North Maximum Hex Movement is (7,0,0,5,10), South Maximum Hex Movement is (7,0,0,5,10), neither side is encamped or entrenched (the latter introduced only in Vols II & III) and VP awards are 15 per leader and 5 per 100 men.

Scenario Details [5d(ii)]. This is a one day scenario. The weather is Clear (0), the North/America is Defensive (0) and the South/Britain is Offensive (1), 11 am to 7 pm are daylight (3), move (1) turns and 8 pm is a dusk (0), end (2) turn.

Chinese Farm

Use the following changes to Adan's XX HQ data. Movement (10), Arrival (6), Location (21,16).

MEIKTILA
Continued from p. 15

Scenario Details [5.32]. Enter the data from the Briefing table. Ignore the Century, Climate, Brittleness and Night Capable variables when using the BF/BIN master disks.

Map Size [5.11]. Enter the data on the Map Size table.

Define Terrain [5.12]. Enter the data from the Terrain Effects Chart. If you are using a HOM/ROM/MW master disk, you can use **WarPaint**™ to create the customised terrain icons of your choice.

Define Miscellaneous Factors [5.13]. Enter the relevant factors from the Miscellaneous Factors table and the appropriate part of the Terrain Chart.

Create Map [5.14]. Use the accompanying map to build up the screen map. Do not forget to assign control to each hex as indicated by the Front Line marking on the map.

Save the game again.

Equipment Roster [5.22]. Enter the data from the Equipment table.

Troop Creation [5.21]. The Commonwealth has two divisions. The Japanese have three divisions. Enter the data from the OB charts into the appropriate locations.

Objectives [5.23]. Enter the data from the Objectives table.

Minor Combat Effects (IBM) [5.33]. The Fort Enhancement value is 2. The City Enhancement value is 0. The General Enhancement value is 5. IBM users can experiment with play balance by increasing the enhancement values to toughen a side's performance or decreasing the values to weaken a side.

Finally, save again and the scenario is ready to play.

PLAYER'S NOTES

The Commonwealth has a very strong and mobile force. Its major drawbacks are a small number of units and a limited level of divisional supply. It's a fairly simple matter to rub out the garrison defending Meiktila but you must be careful not to exhaust your troops. You will need them to fend off the Japanese counter-attacks. You must capture the airfield and hold it until after your reinforcements have arrived.

Harass the assembling Japanese at every opportunity. If you allow them to form up unmolested then a co-ordinated attack can overwhelm you.

The Japanese cannot hope to hold Meiktila against the initial Commonwealth onslaught. What you can do is hold out as long as possible with the aim of tiring your opponent. If he is forced to rest his men while your arrivals are forming up, you have a good chance of recapturing Meiktila or at least inflicting casualties on your enemy.

It is a long scenario so be careful not to fritter away your assets. About turn 60 you should be ready to launch an all out offensive against the airfield or the town. Be prepared to loose a lot of men, whatever the outcome of your offensive.

VARIANTS

(1). The Commonwealth had their American air transport diverted to China at the very last moment. Assume the transport had not been lost. Increase the Div Supply values of both Commonwealth divisions by 2.

(2). The Japanese originally dismissed the Allied advance on Meiktila as a mere raid. Assume their intelligence had been more accurate, or their commanders more prudent, and they had acted sooner. Advance the arrival date of all Japanese reinforcements from the 49th and 18th Divisions (including the Div HQs) by 8 turns. ◆

INVASION MALTA
Continued from p. 21

second plan, which involved a smaller attacking force at Takali and a push straight to the beach, should have been his first. The smaller forces would have tied up the paras just as well, and most importantly, cut them off from supply. Without supply they would slowly deteriorate and be much easier to pick off later.

Paradoxically, Power switched to Plan B just as Plan A was finally about to work.

Since the troops withdrawn from the attack still didn't make it to the beach, getting caught up again in the fighting, Power was caught changing horses in midstream. Sometimes it is better to persevere with an original plan, accepting that there will be some performance penalty, rather than to try alternatives which only make things worse.

Tactically, Keating had a better appreciation of qualities of his troops. There are two ways to remove opponents, the hard way and the easy way.

The hard way means exposing your troops to the shot and shell of the enemy. The easy way is to cut your enemies line of supply, wait until he runs out of shot and shell, and then get him.

Keating did not have any chance of cutting Power's supply, as Power could arrange his HQs anywhere in the hinterland. However, Keating was very much aware of the opportunities Power had and moved firmly to remove them.

Although Keating wanted very much to to start removing the beach defenders, he spent all of the first day removing British units between the beach and Luqa airfield, which were threatening his supply line. If the men at Luqa were also out of supply, then Power's attacks on that flank would have been much more effective.

Keating did make one mistake, electing to make his attacks in the final phase of the battle with all his troops. He would have been better served by rotating his troops in and out of reserve. If there are too many attackers they just get in each others way.

By the same token, Power's marshaling of the cooks, clerks and wine waiters in the final defence of Valetta was excellent.

To summarize, Keating had a good plan which he implemented well. Power had a not quite so good plan, which he abandoned prematurely and his alternative plan did not work. Even so, it was very close at the end, and Power's just-in-time defence almost saved the day. ◆

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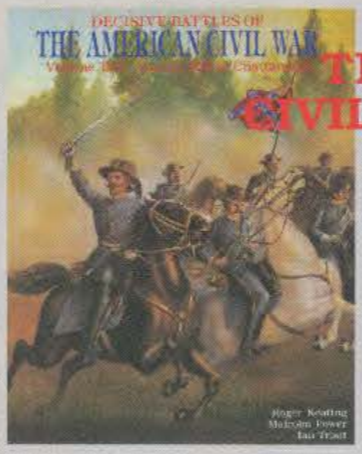

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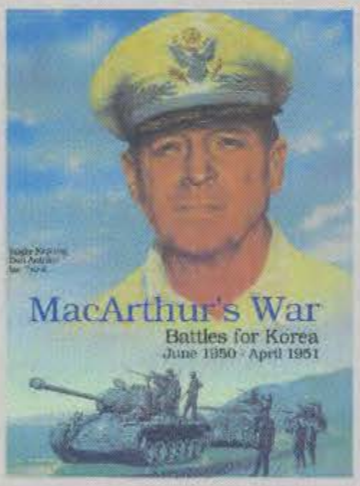

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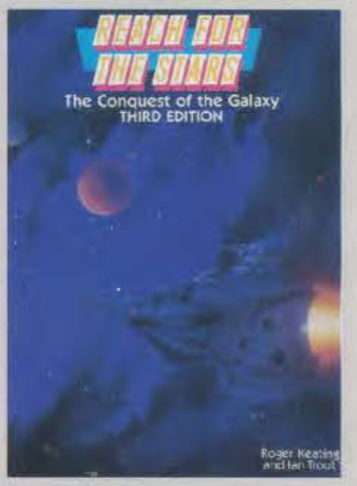

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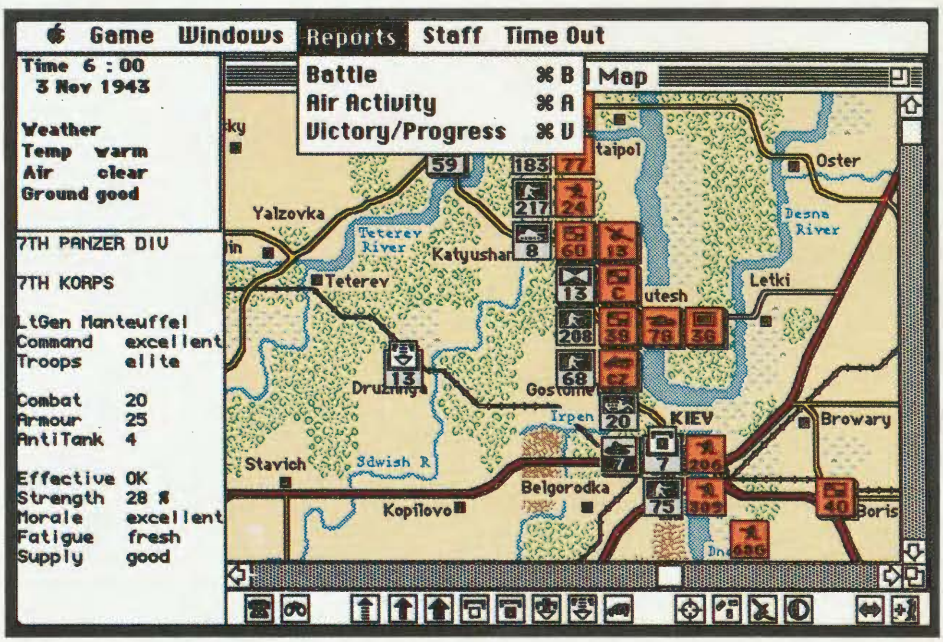

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